

UNOFFICIAL
&
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NEOPROD

HAND-DRAWN
GAME GUIDES

Metroids are being bred
in captivity. The Galaxy
is not at peace....

The year is 1986. All we know
about Metroid is the original story
as it was presented in the manual.

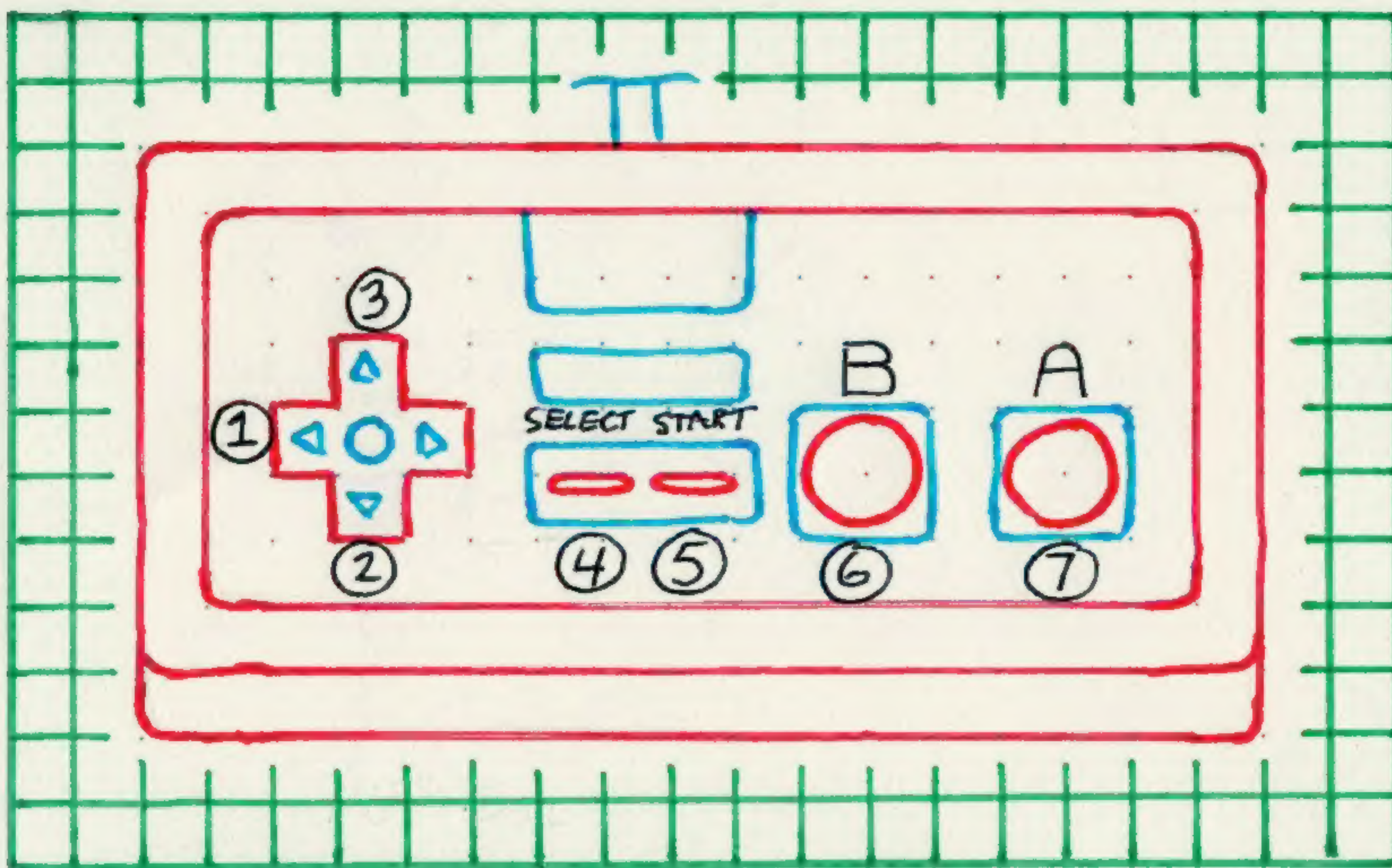
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HOW TO PLAY



- ① Pushing the D-Pad Left and Right will make Samus move



- ② Pushing the D-Pad Down will activate the morph ball.



- ③ Pushing the D-Pad Up will allow Samus to aim upward.



- ④ The Select button toggles between standard fire and missiles.

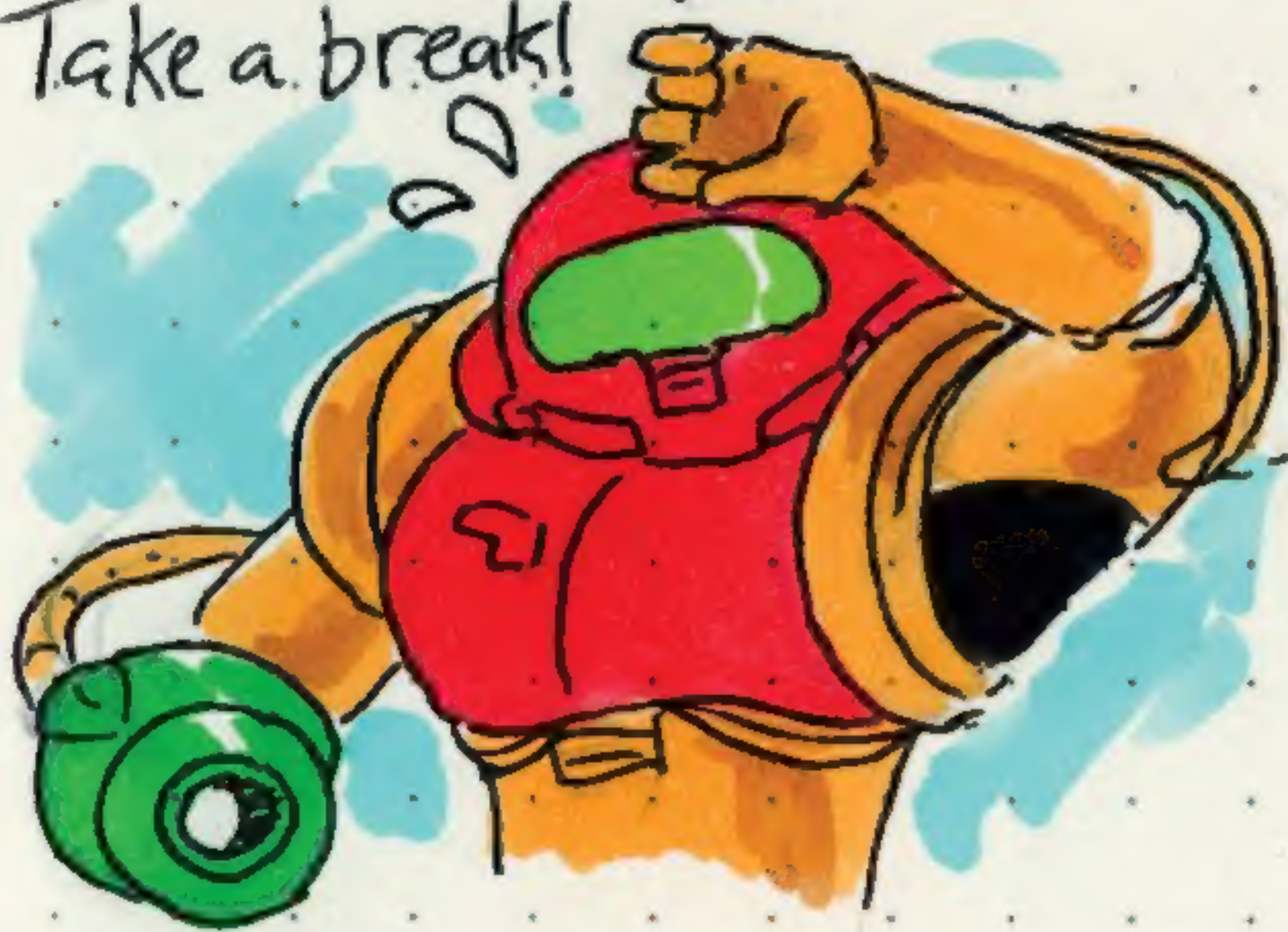
STANDARD MODE



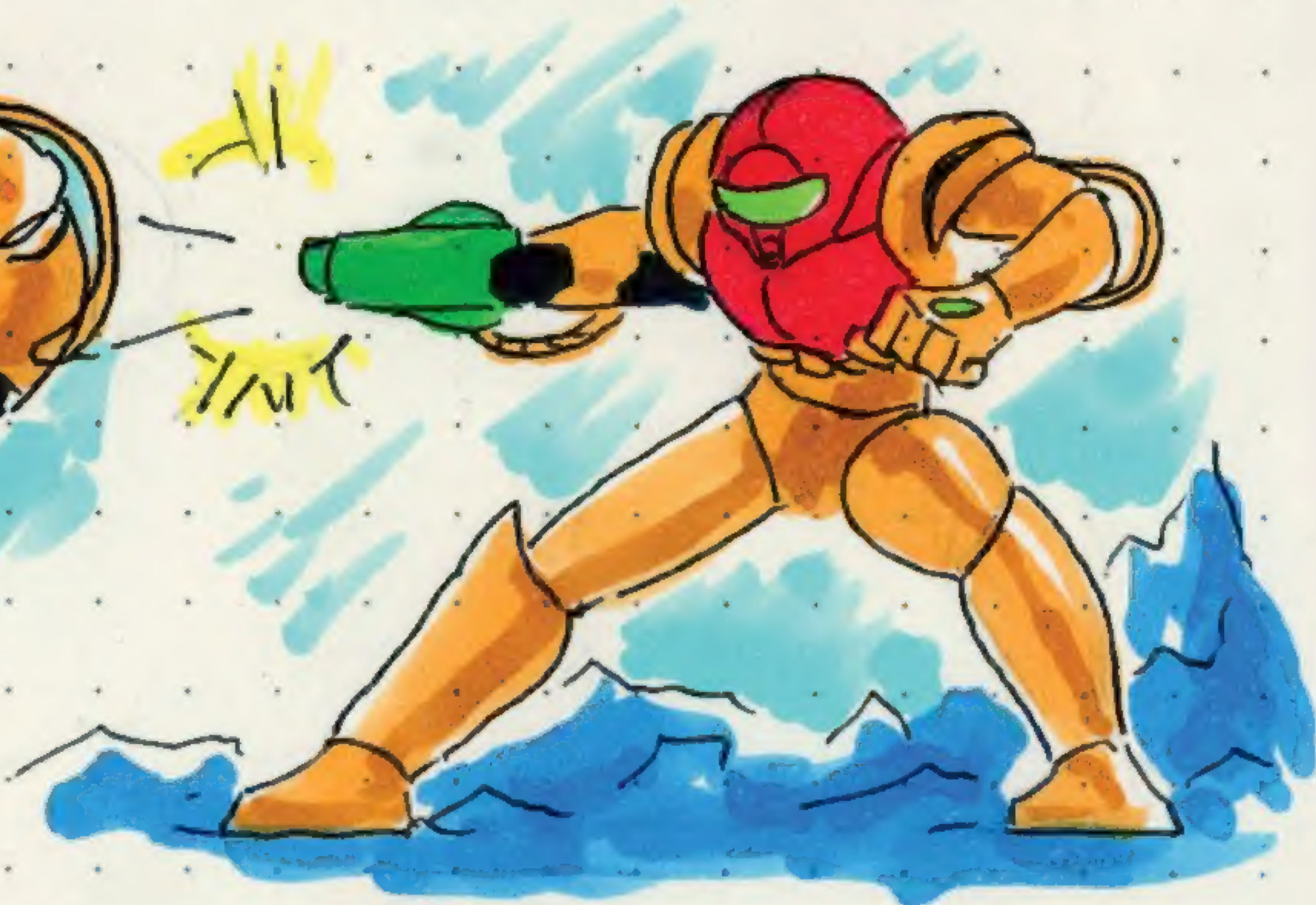
Missile Mode



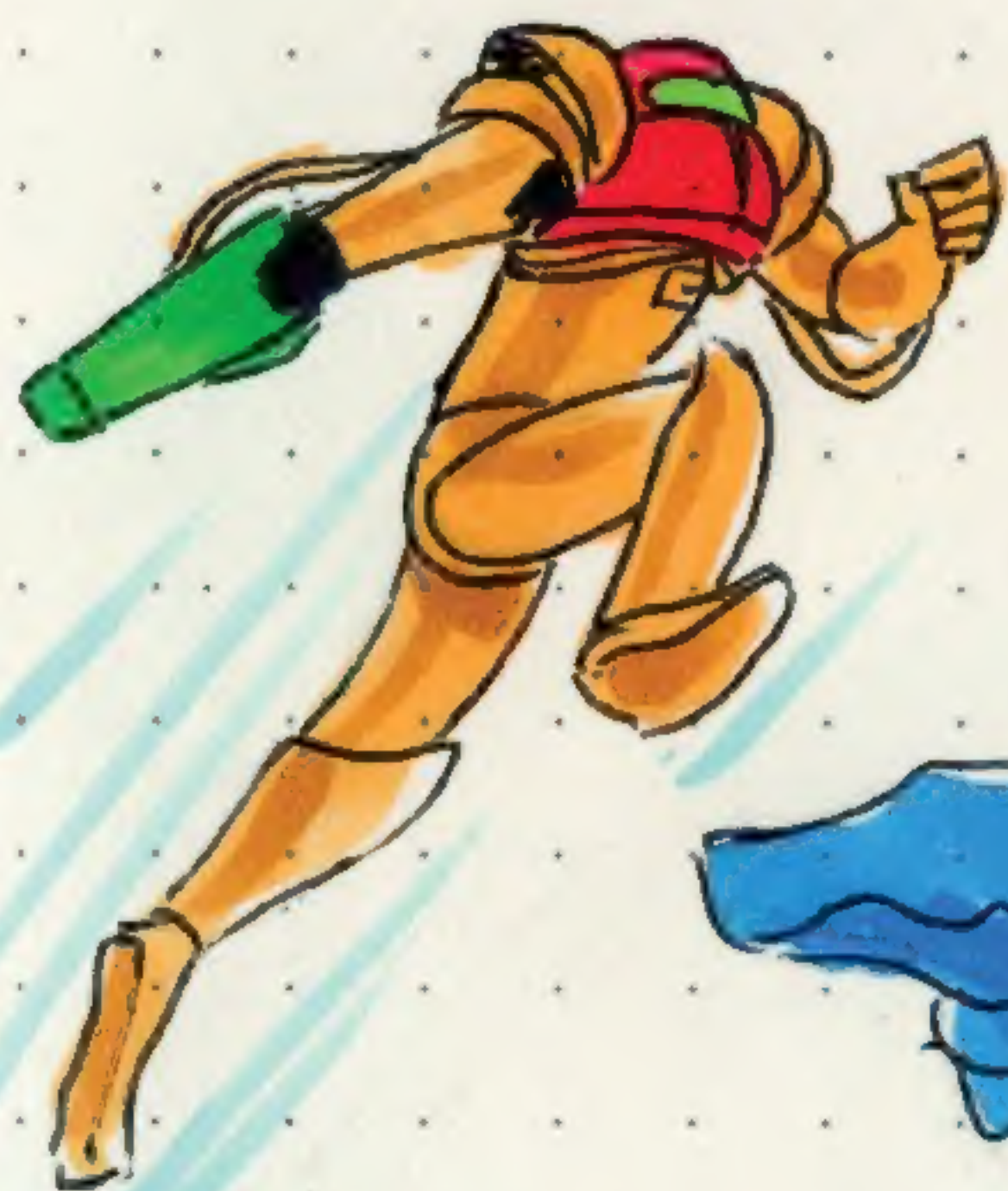
⑤ Pressing Start
Pauses the game.
Take a break!



⑥ Pressing B will
make Samus shoot



⑦ Pushing A will
make Samus Jump



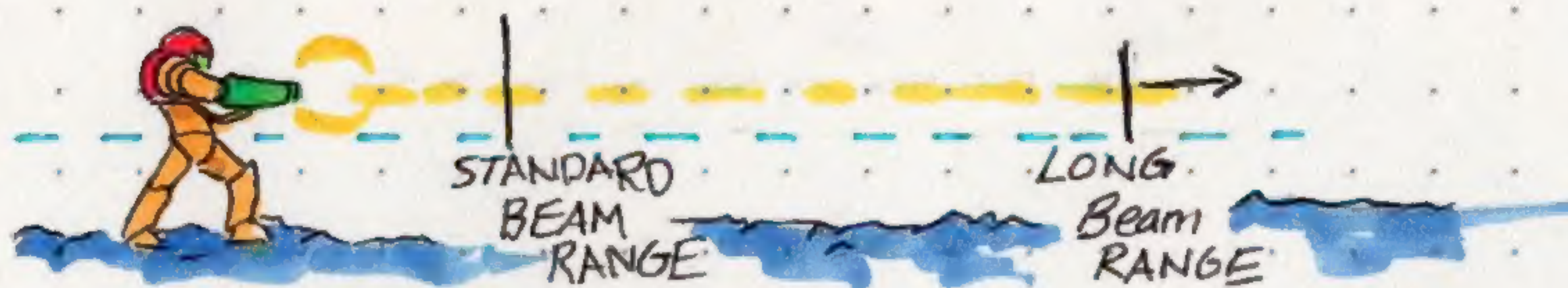
Samus has 2 ways
to jump. Running and
jumping will make Samus
do a somersault.

Jumping straight up, then
moving forward will cancel
the somersault. Both styles
of jump have their place.

Many of these moves can be
used together. Samus can
run, jump, aim up, and
shoot all at once.



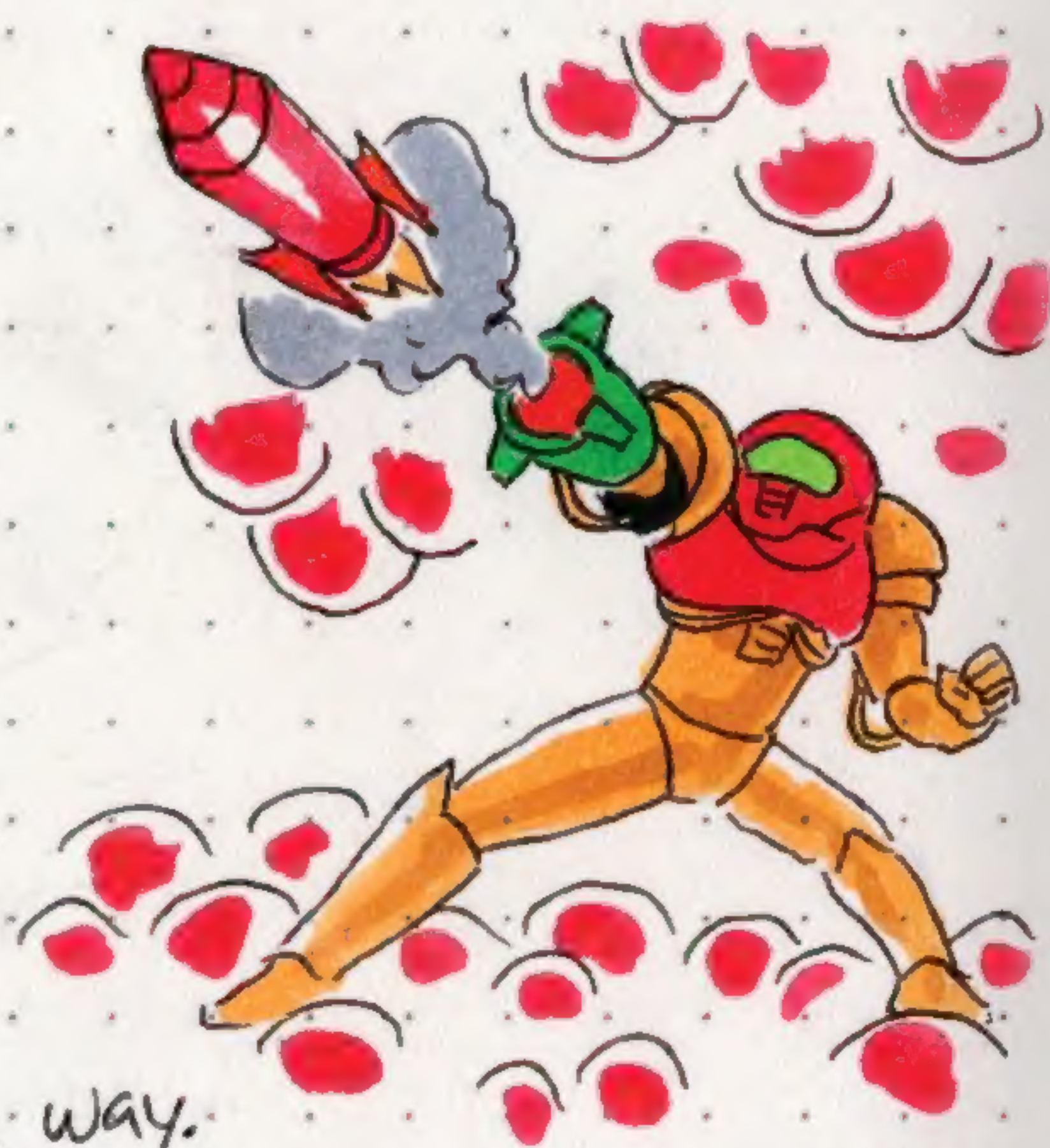
COMBAT TACTICS



Samus begins with only a short range Beam. She cannot fight enemies below her waistline until she finds bombs or the Wave Beam.

Use lots of Missiles!

Once Samus finds her first Missile Pack, don't be afraid to use them on larger enemies. The impulse would be to conserve them but there are plenty of Missile pick ups along the way.



Freeze and Missile!

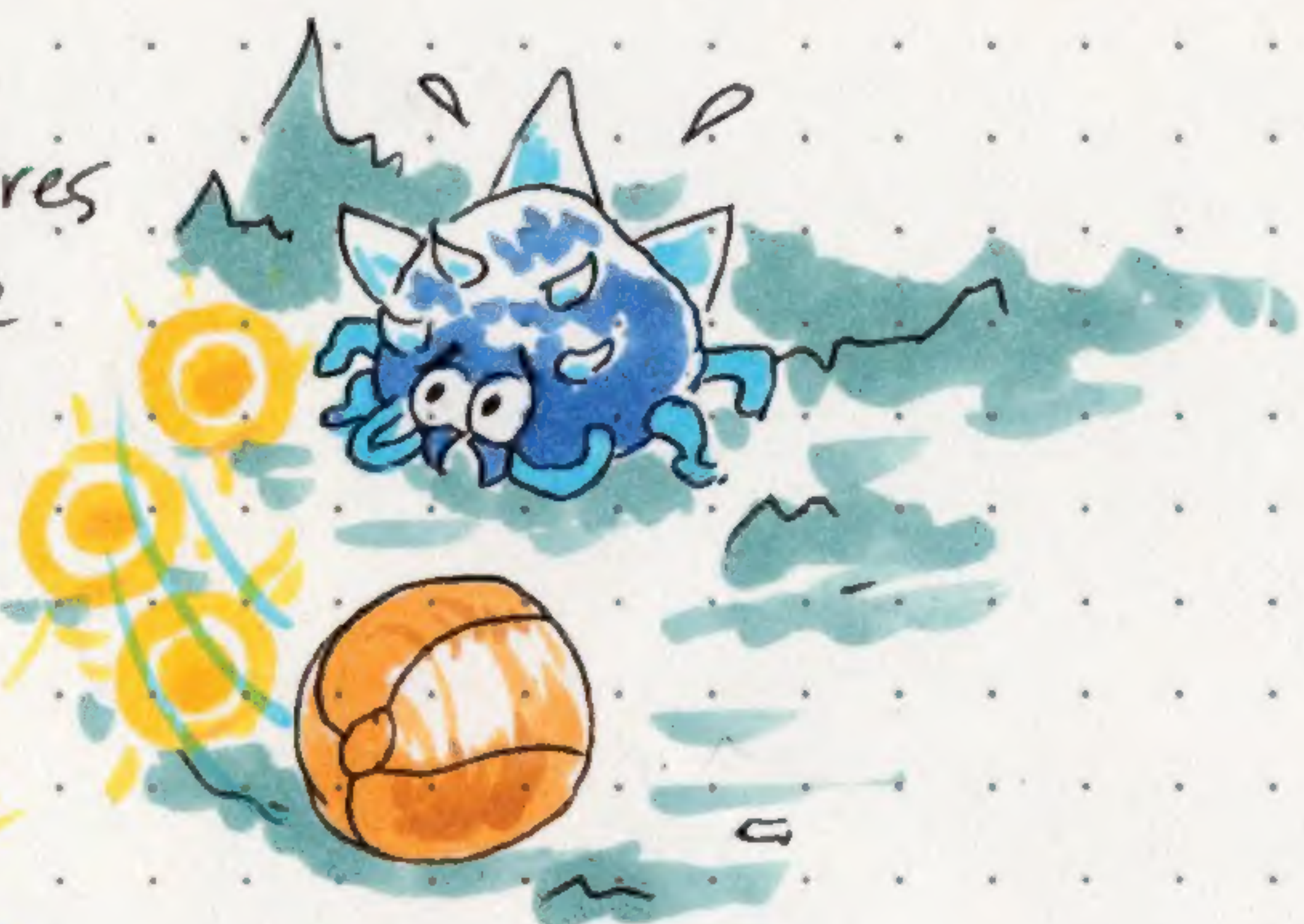
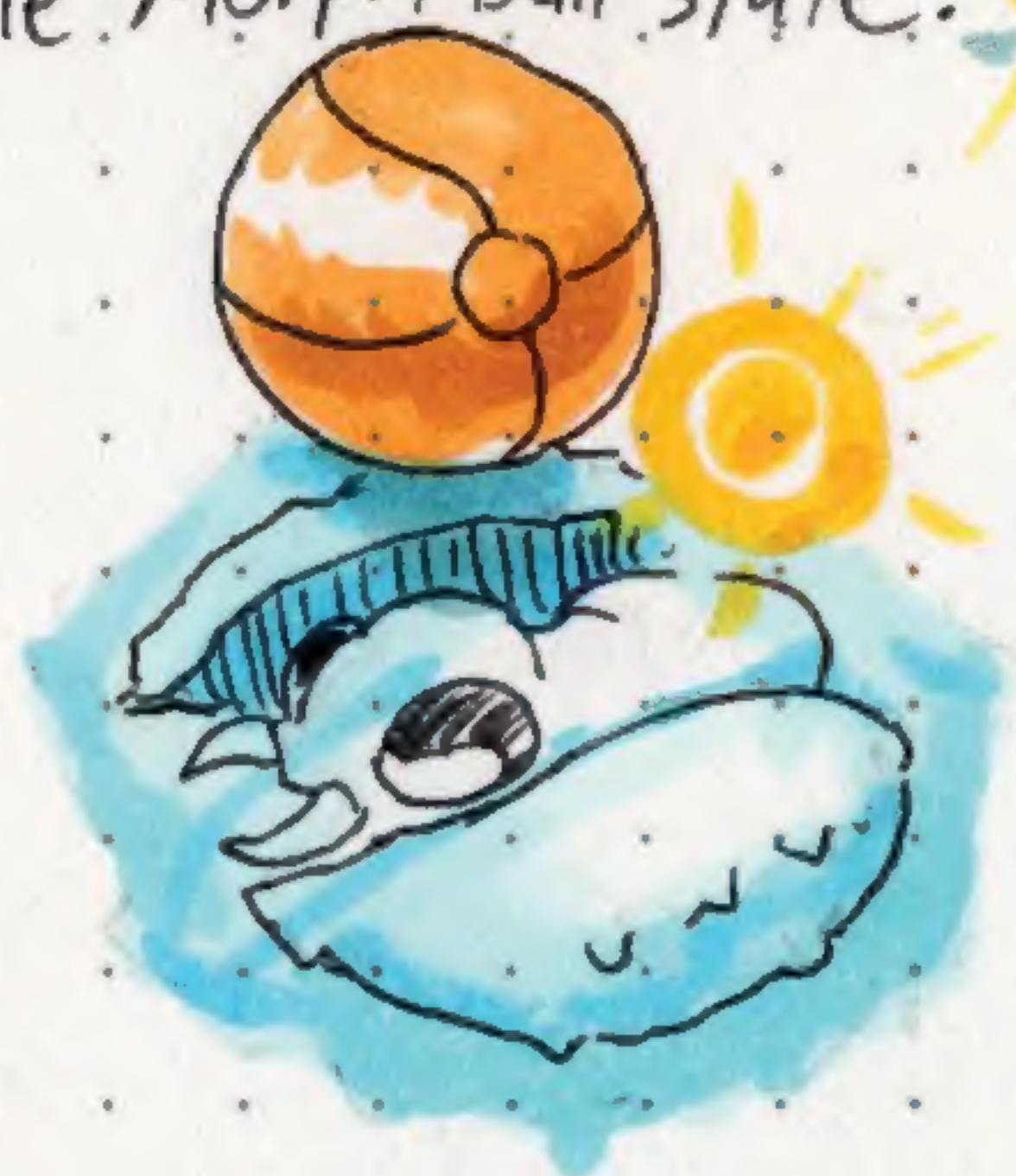
When Samus has the ice beam, she can freeze enemies. Take out frozen enemies with a single Missile blast.

This is also the only way to defeat Metroids, and it's a great battle tactic throughout the game.



Bombs Away!

Once Samus acquires bombs she will have no trouble defeating small enemies in the Morph ball state.



The Ice Beam also combos well with bombs. Freeze enemies then sit on top of them and bomb them to bits.



Refill & Recharge!

If Samus is low on health or missiles, she can easily stock up at an enemy spawn point. There are lots of areas where an enemy will spawn from a pipe. Just sit on top in the Morph Ball and keep bombing.

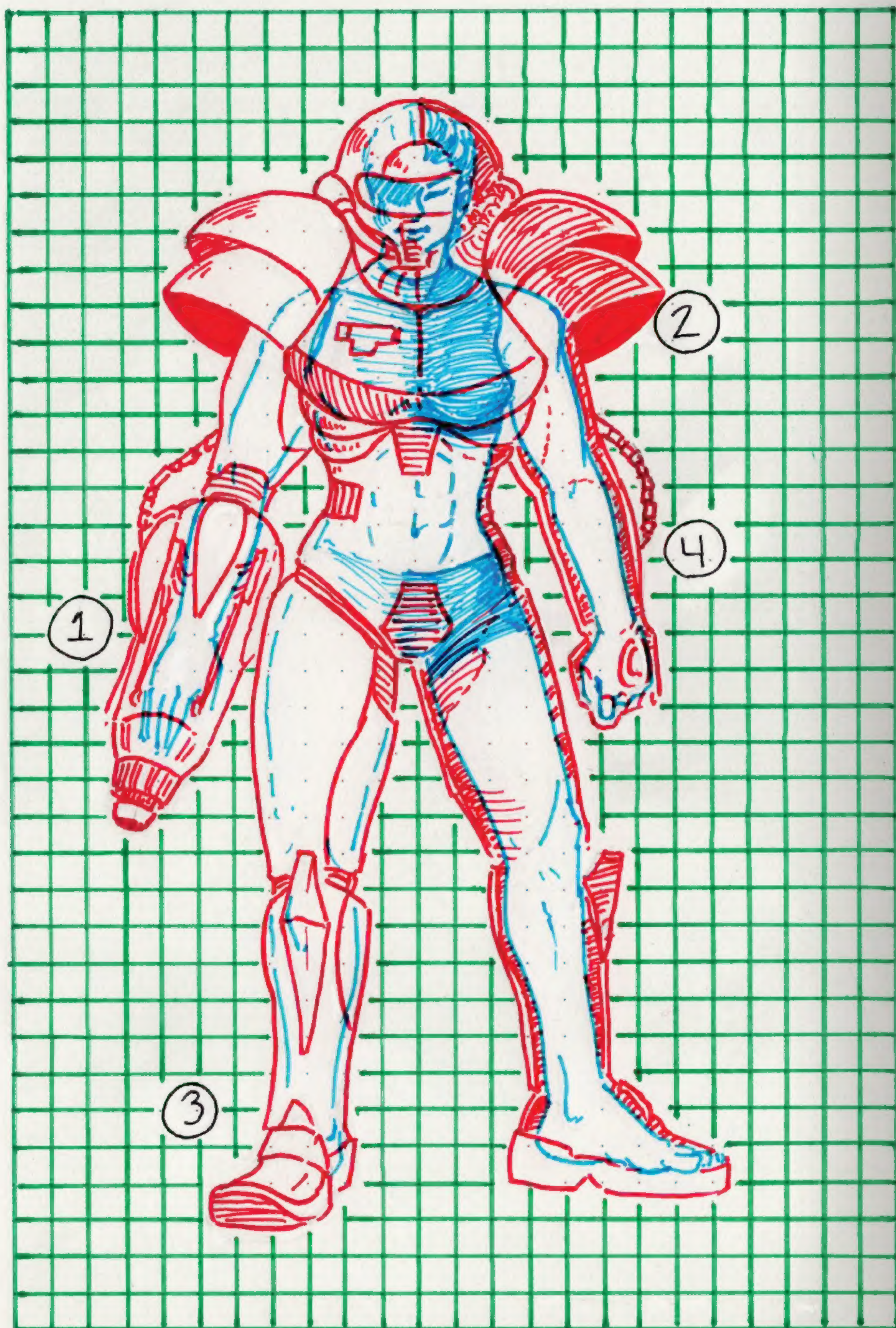


PICK UPS

These often appear when an enemy is defeated.

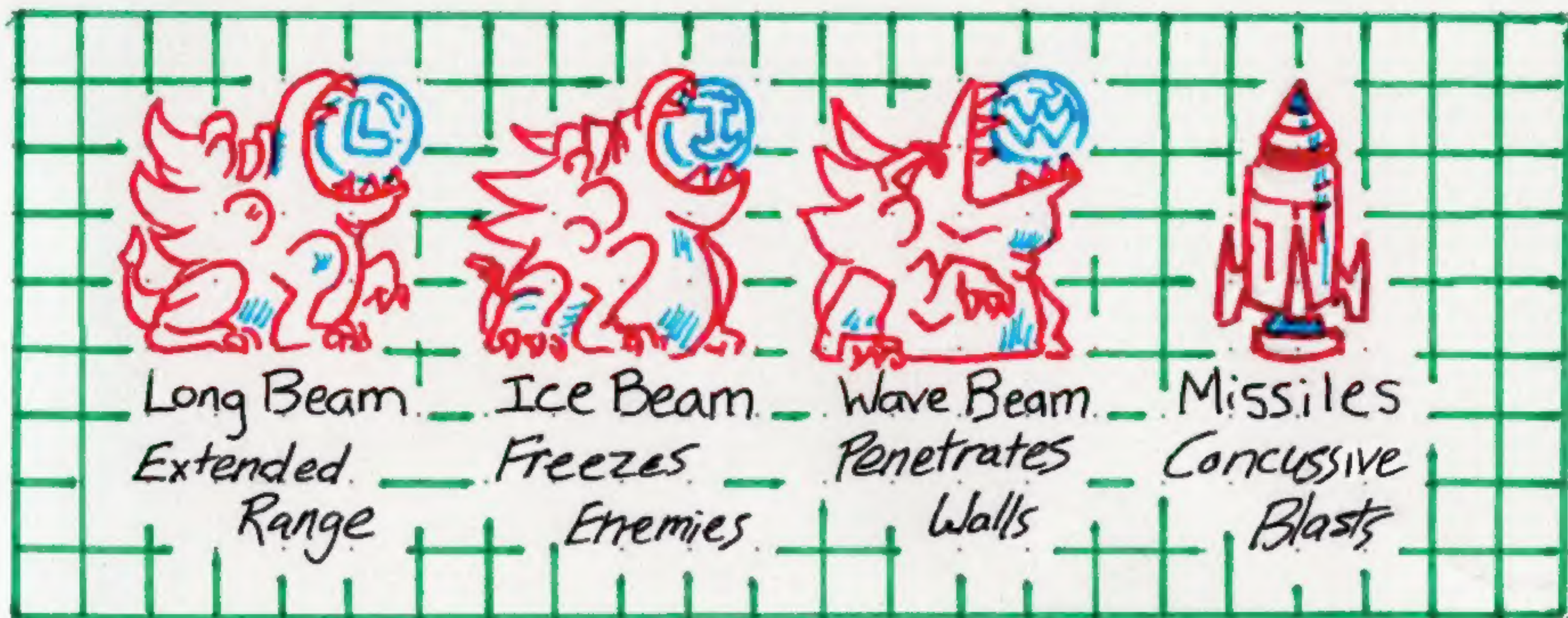
	HEALTH These will give Samus 5HP		MISSILES Refills Samus' Missile count by 2.
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[NOTE: Health and Missile pick ups are both worth 30 in Tourian.]

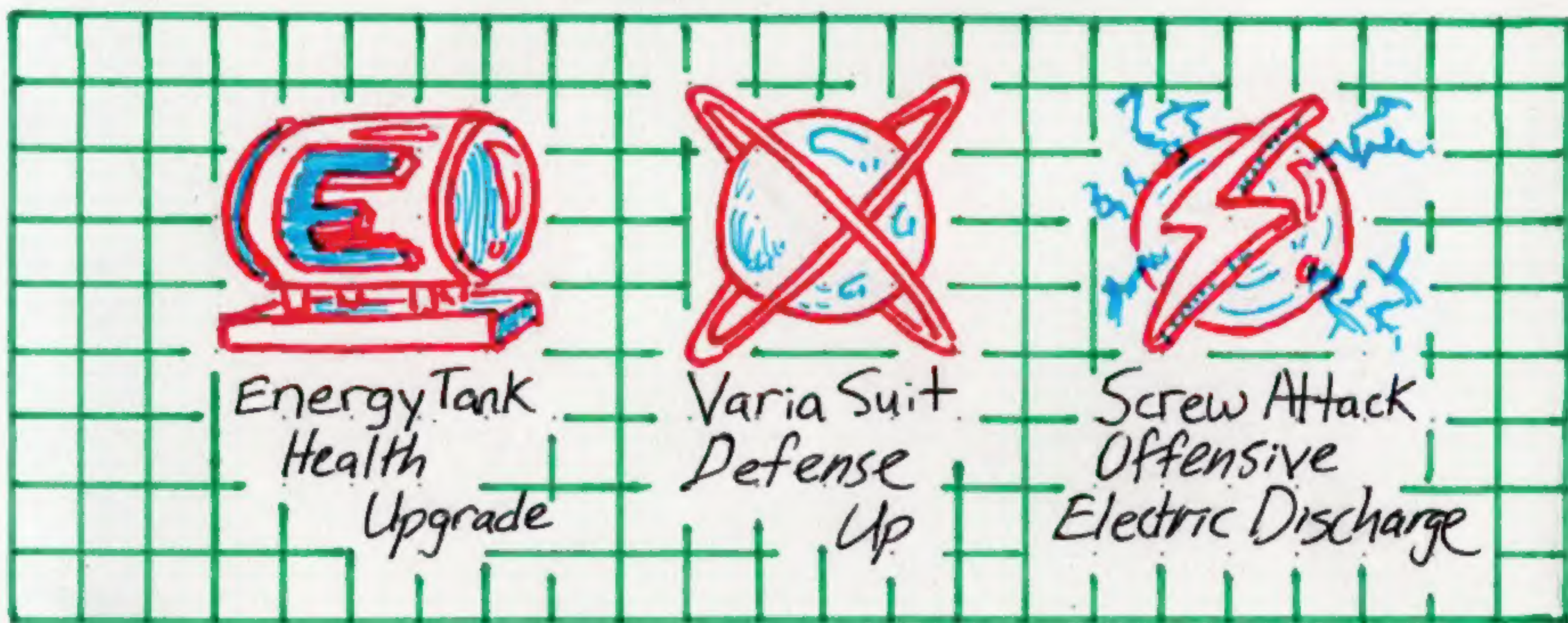


SAMUS ARAN - ABILITIES

① ARM CANNON



② SUIT ENHANCEMENT



③ BOOTS



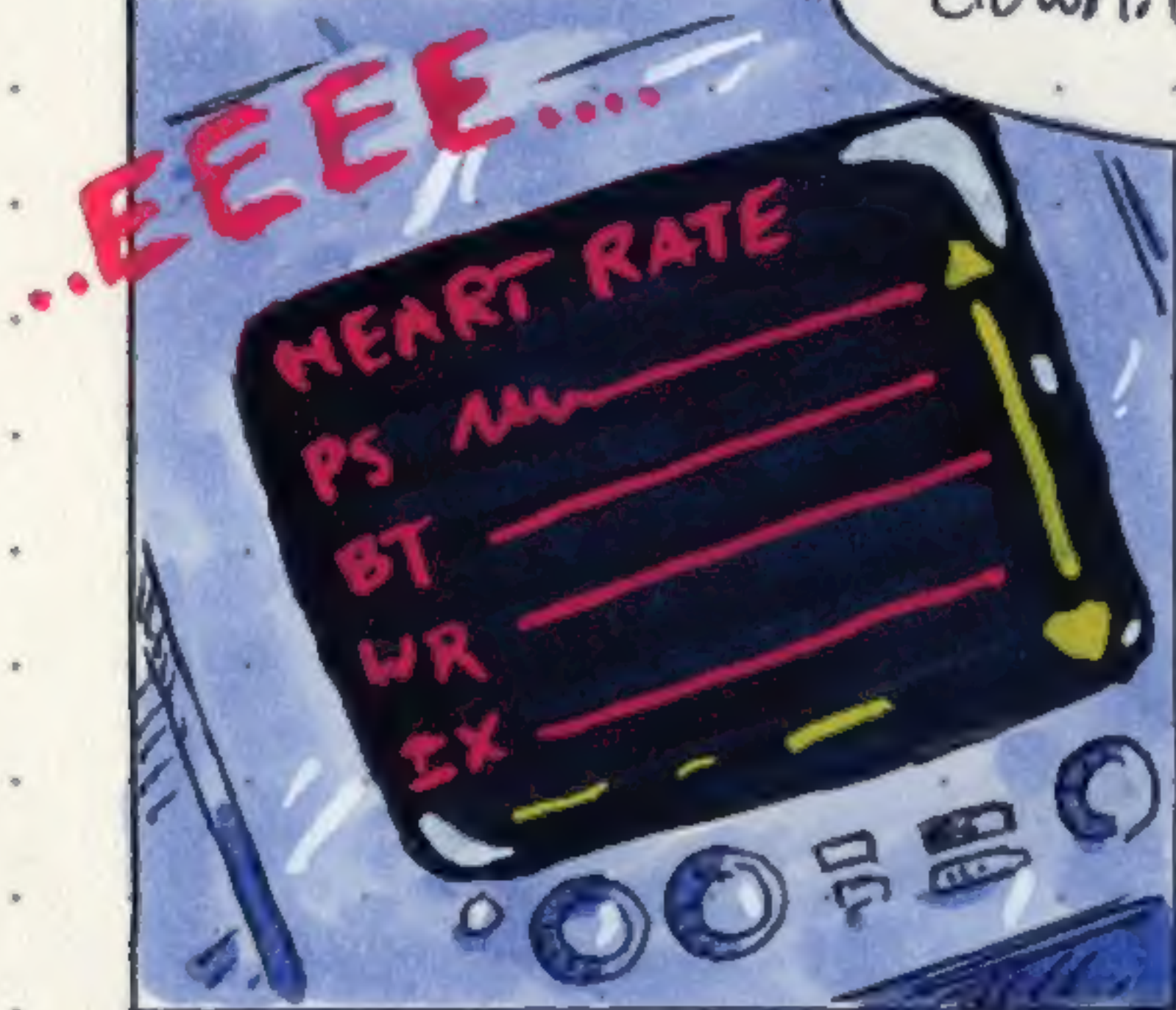
④ MISC.

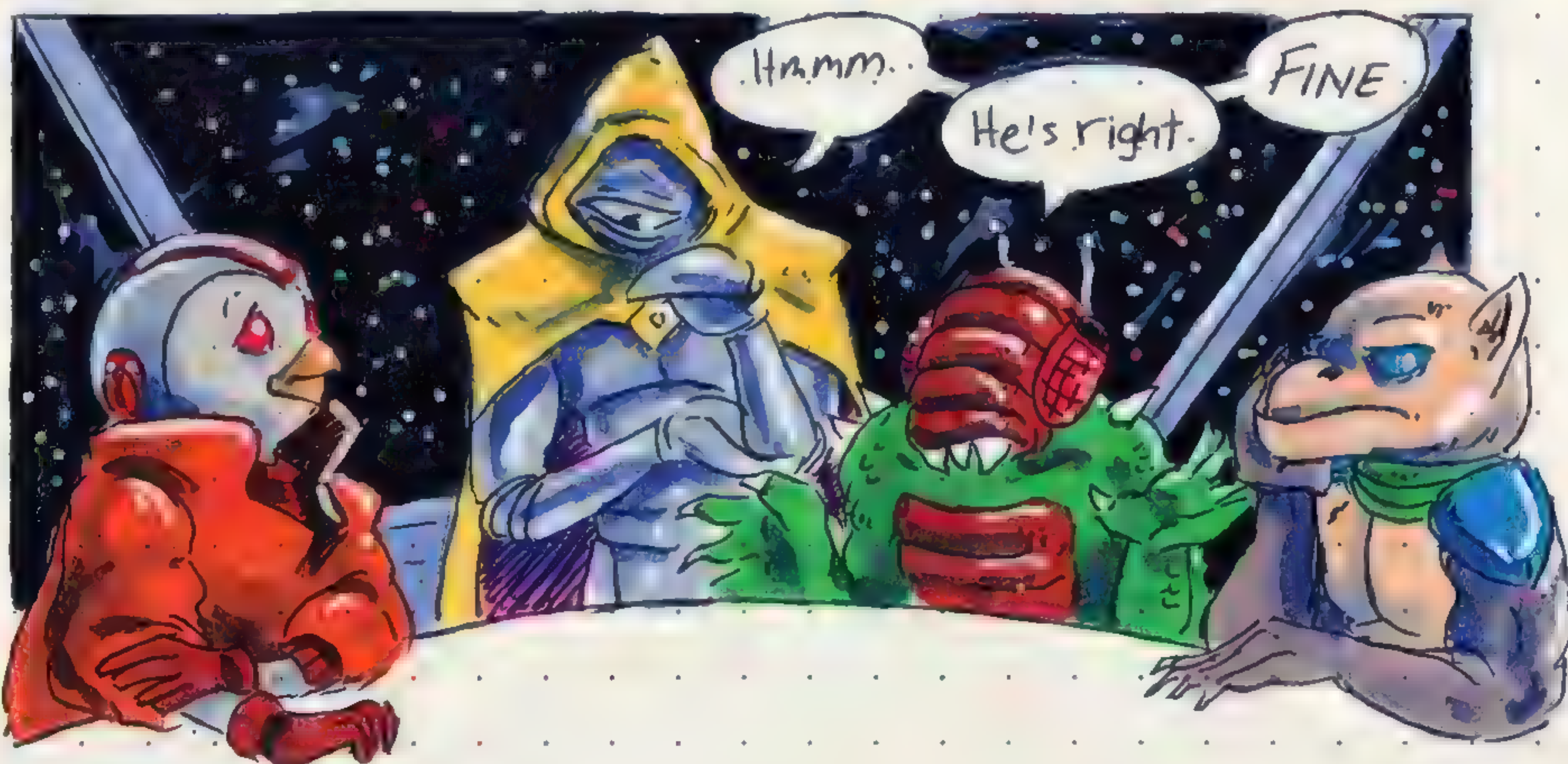
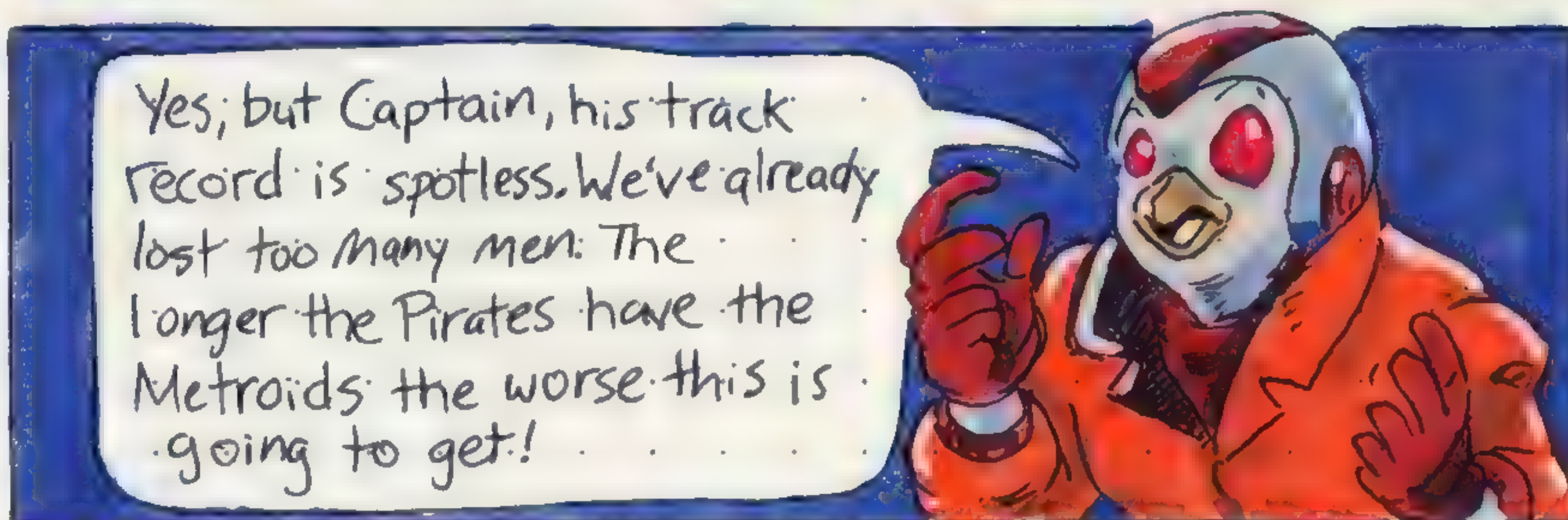


THE GALACTIC FEDERATION STARSHIP



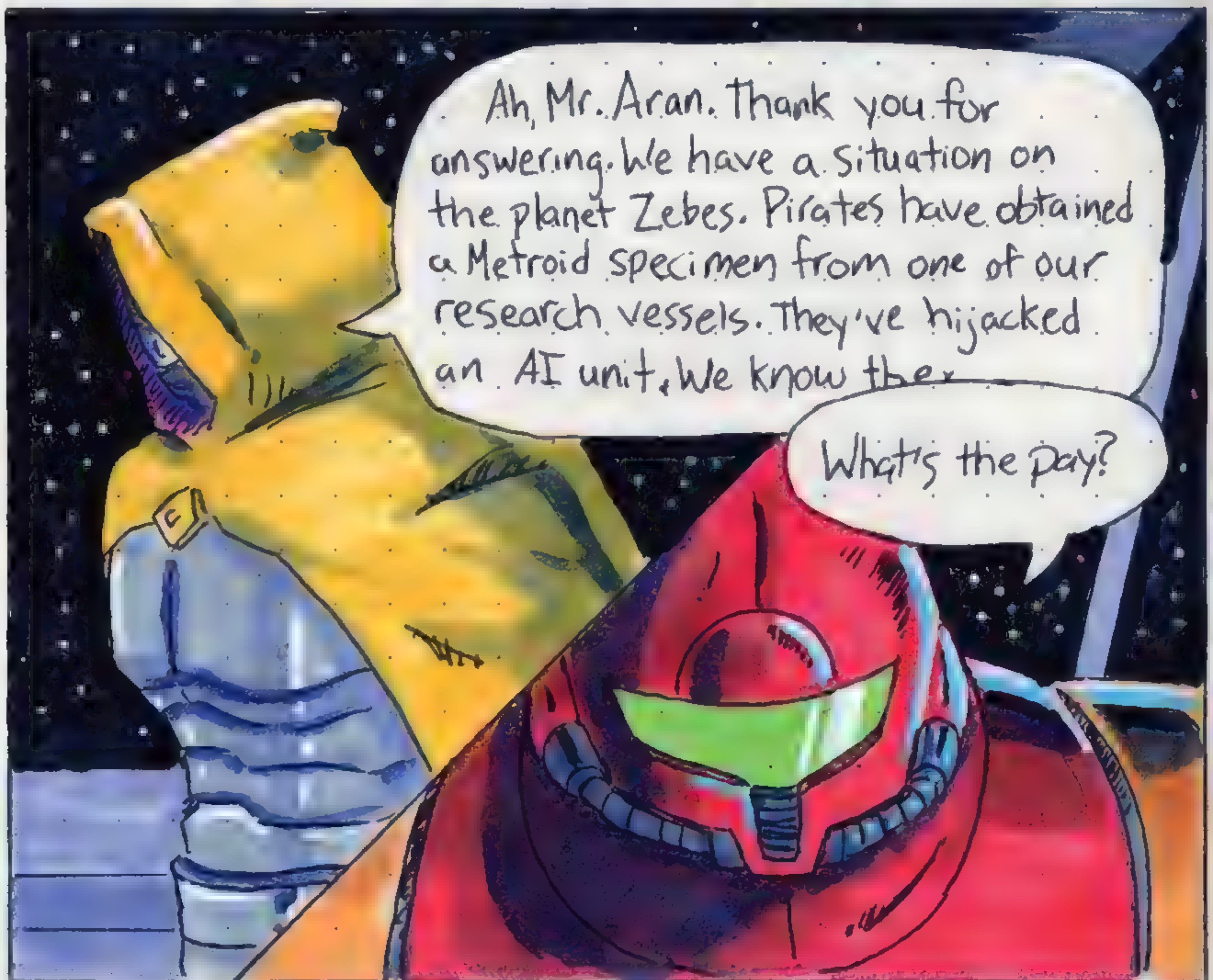
And that's another one
down. What should we do, sir?



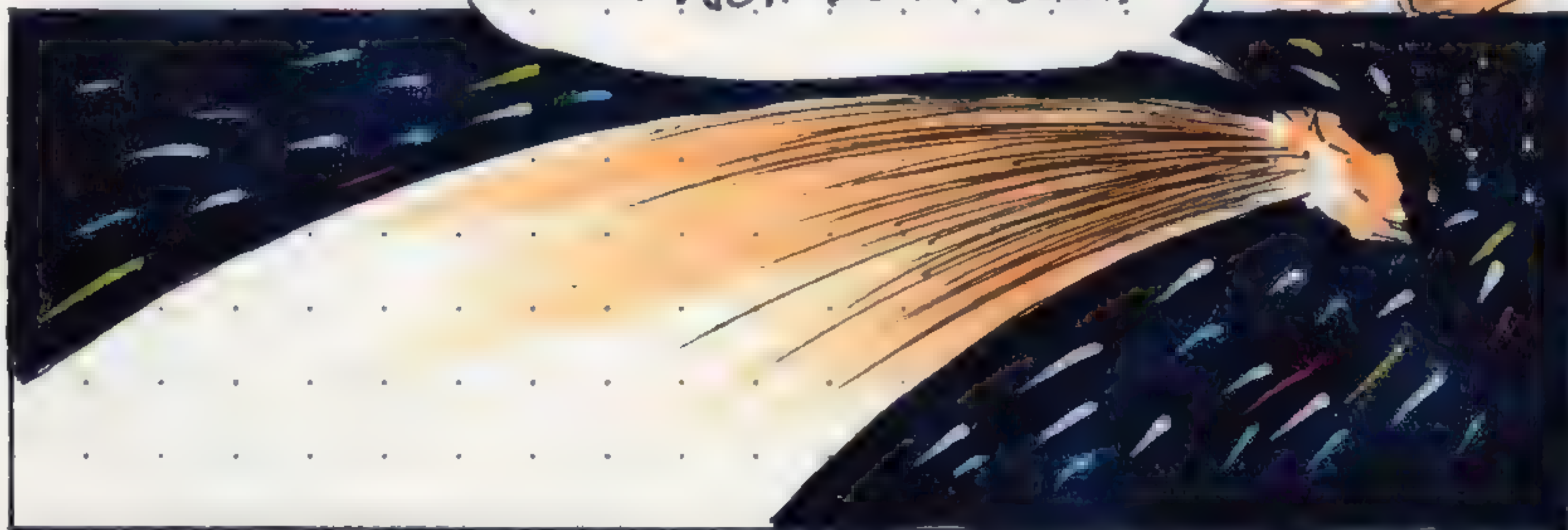




Samus Aran
Speaking...



What's the pay?

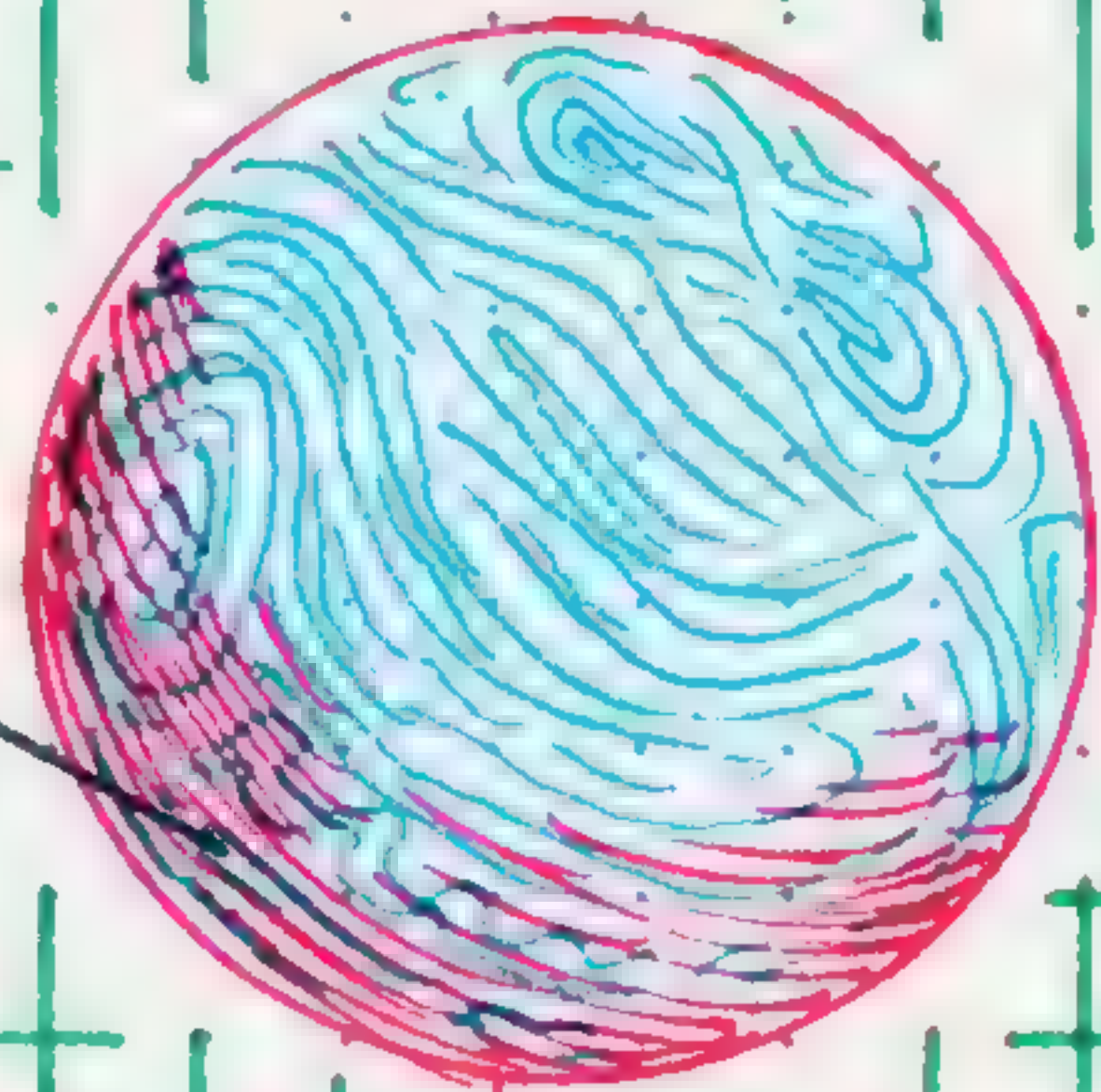


HUNTING ORDER

Pirates raided R&D1, the Galactic Federation's Research Ship. In addition to the costly damage and grave loss of life on the vessel, the Pirates have stolen the ship's **METROID** specimen and brought it back to the planet **ZEBES**. It's a captured planet that the Pirates fortified and turned into their home base of Operations.



METROID



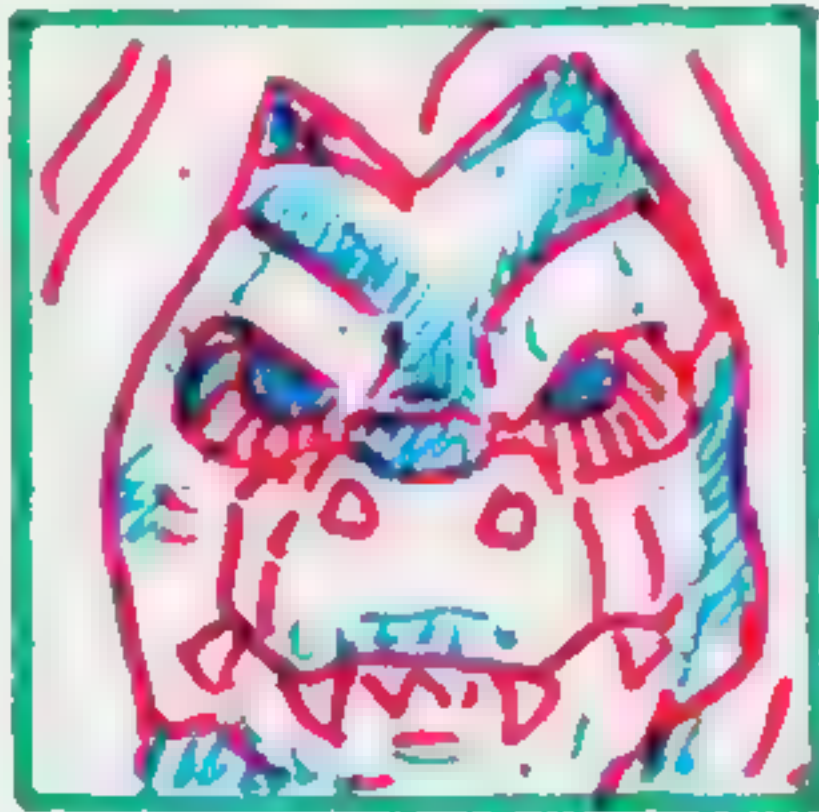
ZEBES

We are also aware the Pirates have reactivated and reprogrammed Zebes' decommissioned central computer system called **MOTHER BRAIN**. The Pirates are over-exposing the **METROID** specimen with beta rays which is producing multiple **METROID**s. This controlled breeding also allows them to genetically modify the **METROID**s and it has been reported that they'll be able to link the **MOTHER BRAIN** to them. The Pirates will use this telepathic link to weaponize the **METROID**s. They'll be unstoppable and continue to plunder planets and ships across the galaxy.

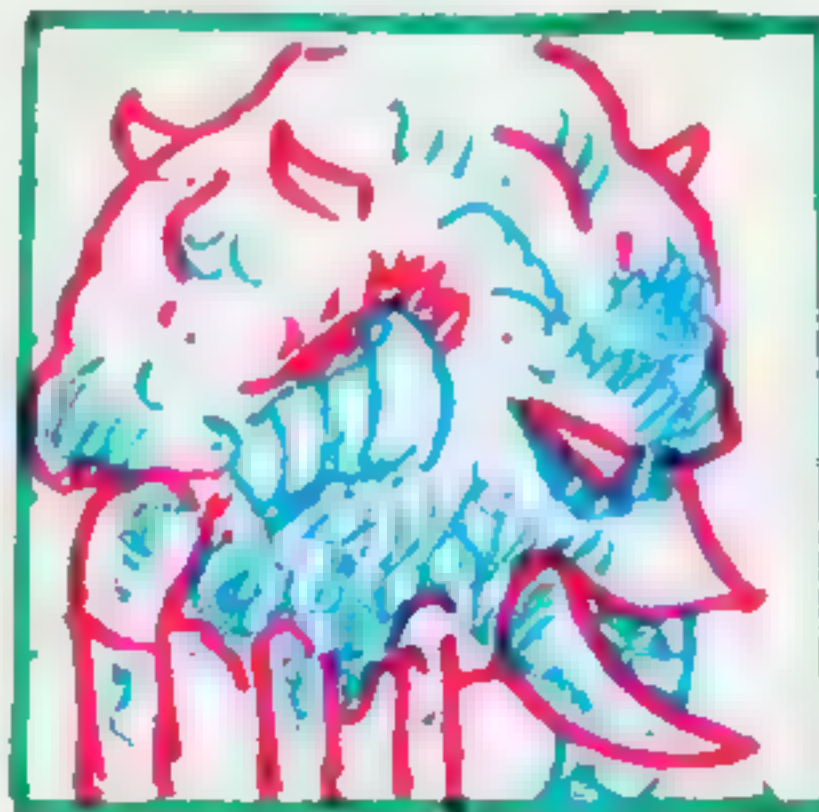
MARKS



RIDLEY - Ridley led the attack on R&D1. He started as a small time smuggler but over the years he became more ruthless & rose in the ranks amongst his band. He gained enough influence in the outer coast of the galaxy where he was able to assume complete control over what was left of Zebes, and several other dying planets.



KRAID - One of the top crime bosses in the galaxy. While they generally don't see eye to eye, the Pirates and the Mafia made a lot of money working together. Anything to push back against the Galactic Federation. He's got deep pockets; just one of the reasons he was able to "hire" scientists to restore **MOTHER BRAIN**.



MOTHER BRAIN - Zebes' central computer system. The Pirates have been able to fully rebuild and reprogram her. She is a highly advanced organic AI system that provides the Pirates with the knowledge needed to breed **METROIDS**. She is able to telepathically link to the **METROIDS** and control them. These computers have been decommissioned across the galaxy for a reason - they're a little too smart.



METROID - Thankfully the pirates aren't far enough into their plan that the only **METROIDS** currently on **ZEBES** are larva. Regardless, these are the same highly dangerous creatures from SR-388, with the ability to suck the life force out of their prey. With **MOTHER BRAIN** already in control, they'll be targeting anyone who steps into their lair. We cannot stress how important it is that they be eradicated. We can't have them make it to adulthood.

THE PLANET ZEBES

Key Items —

🎯 Bombs

⚡ Energy Tank

👢 High Jump Boots

❄️ Ice Beam

📏 Long Beam

🍎 Maru Mari (Morph Ball)

🚀 Missile Tank

⚡ Screw Attack

👤 Varia Suit

🌊 Wave Beam

Bosses —

👤 Fake Kraid

👤 Kraid

🧠 Mother Brain

👤 Ridley

Doors —

1 Shot

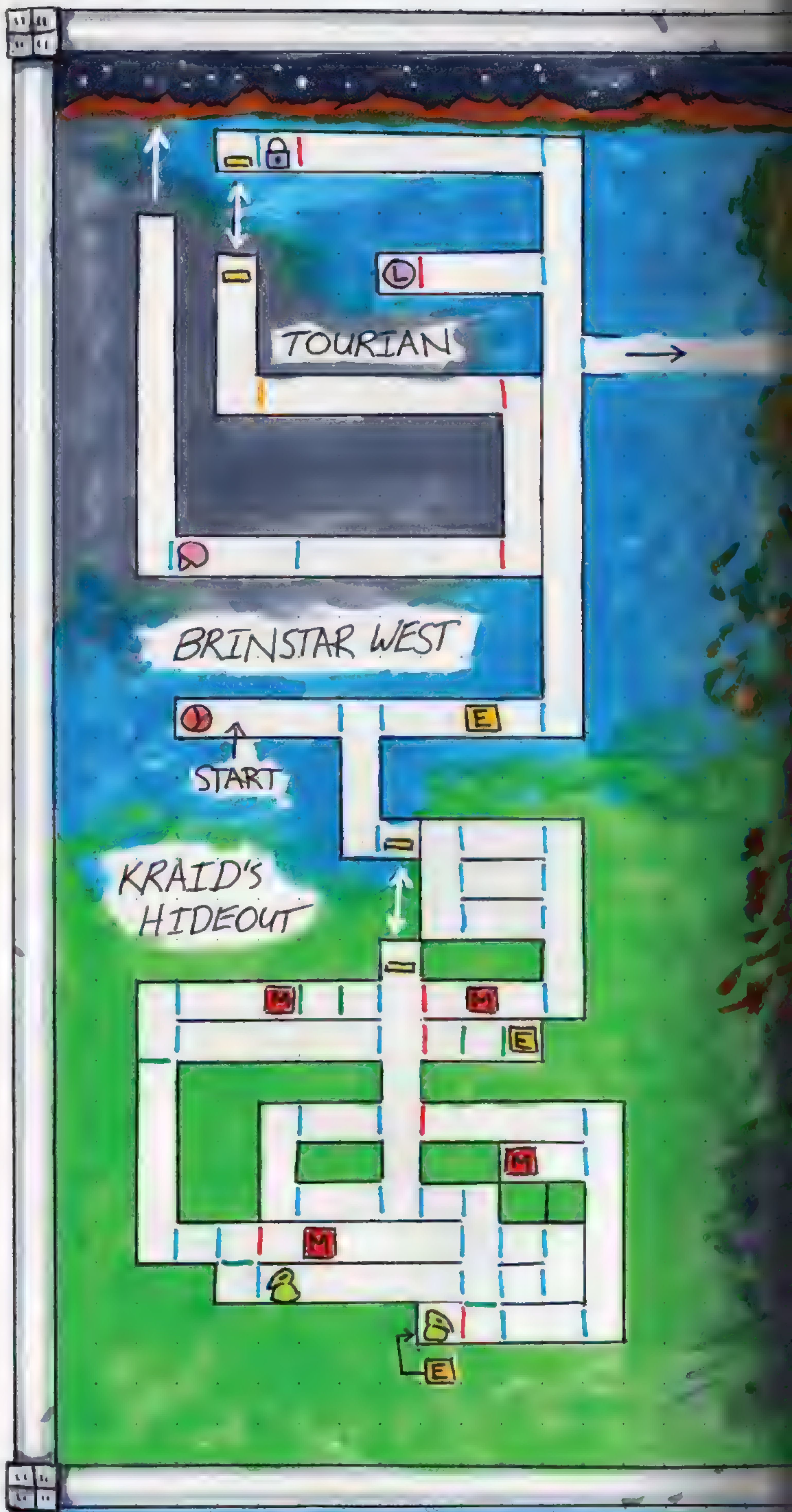
5 Missiles

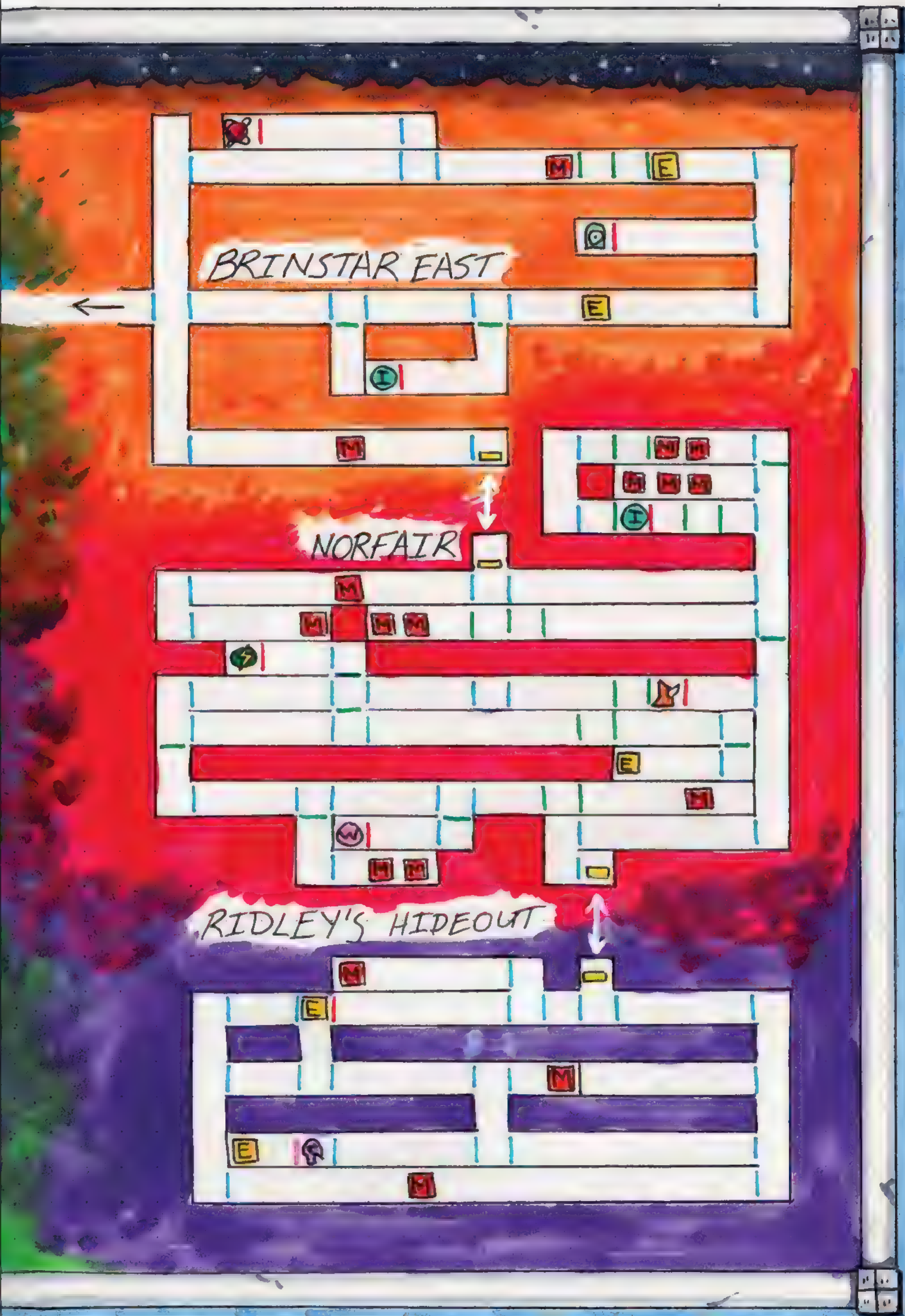
10 Missiles

10 Missiles

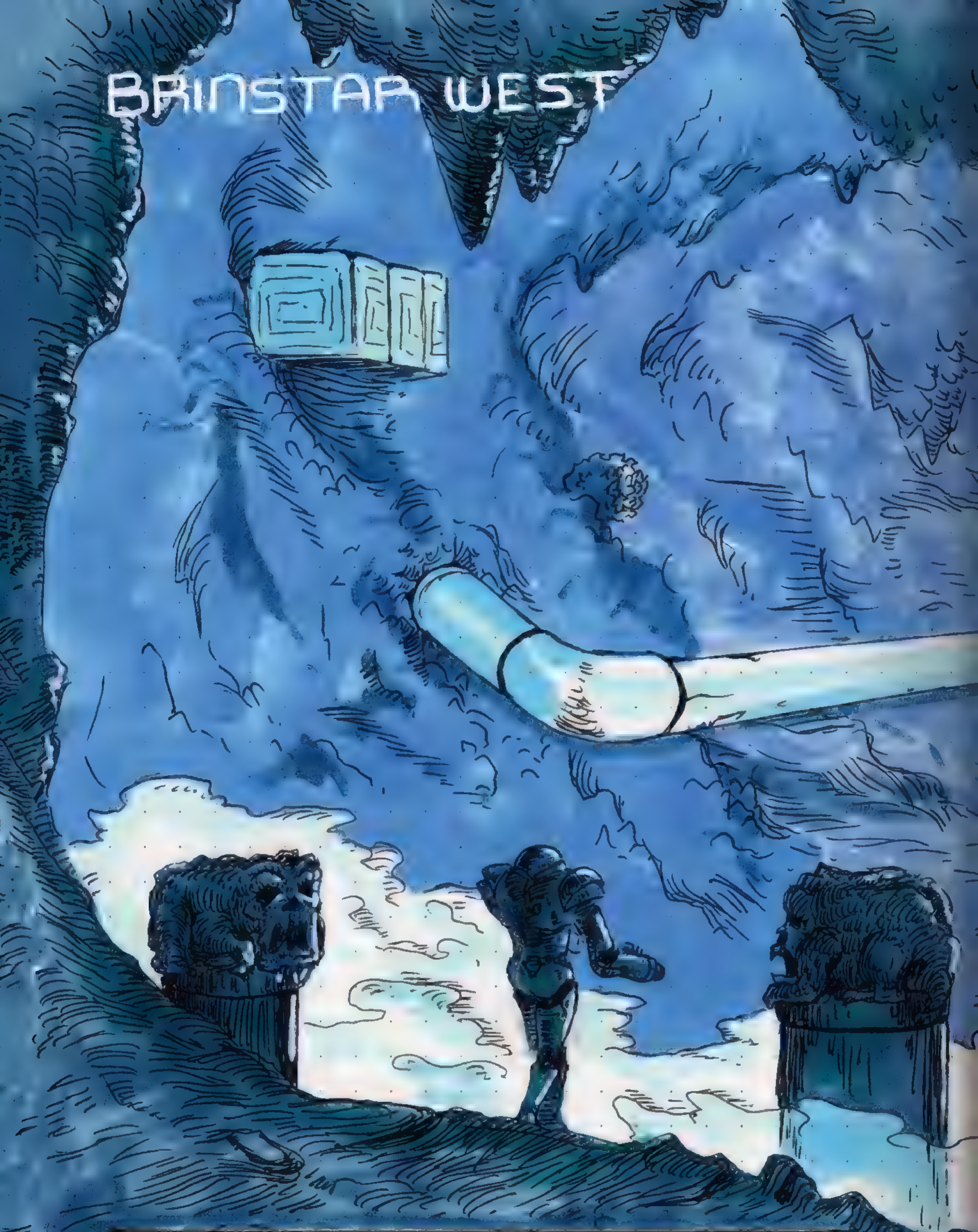
Secret Spot

🔒 Tourian Lock

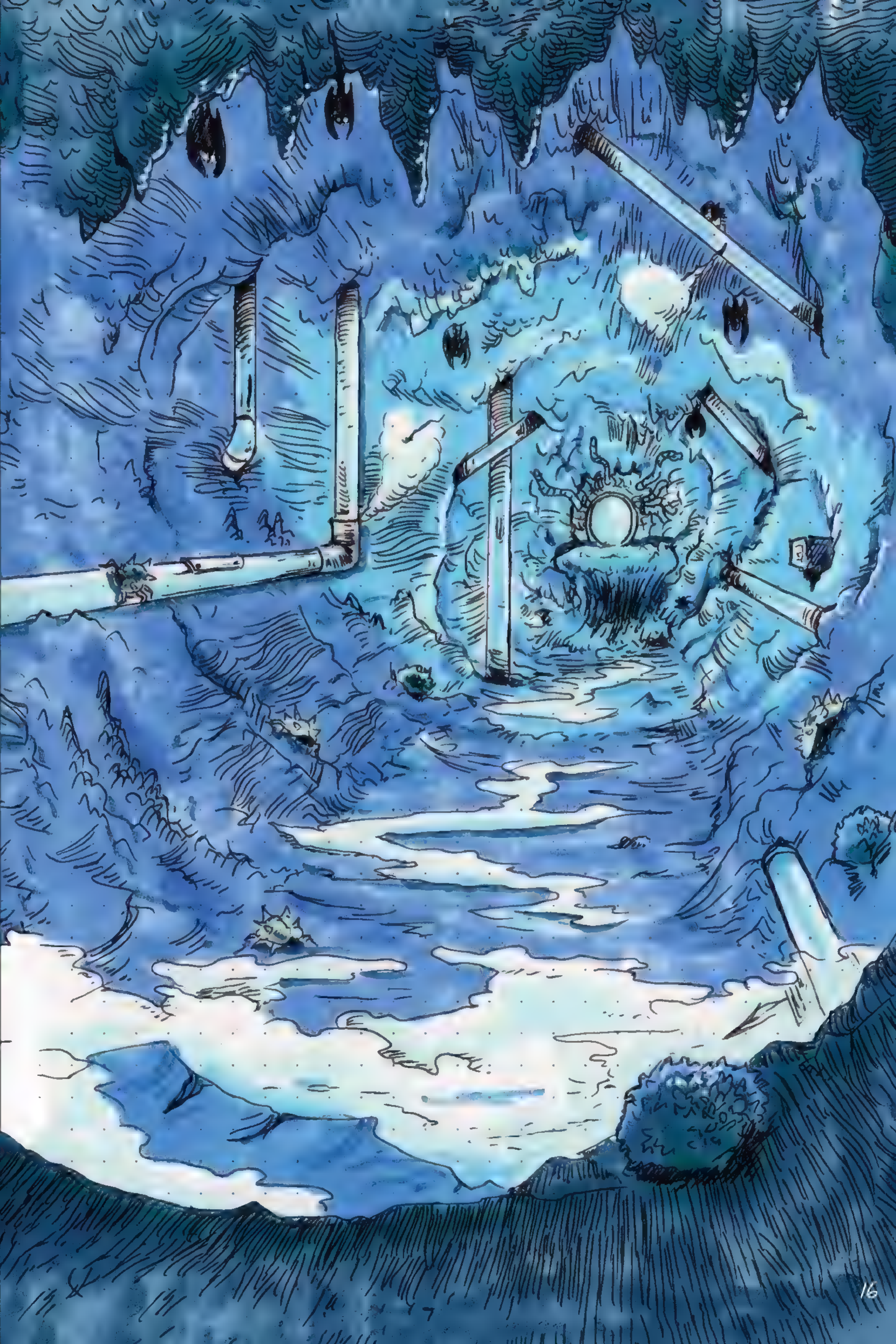




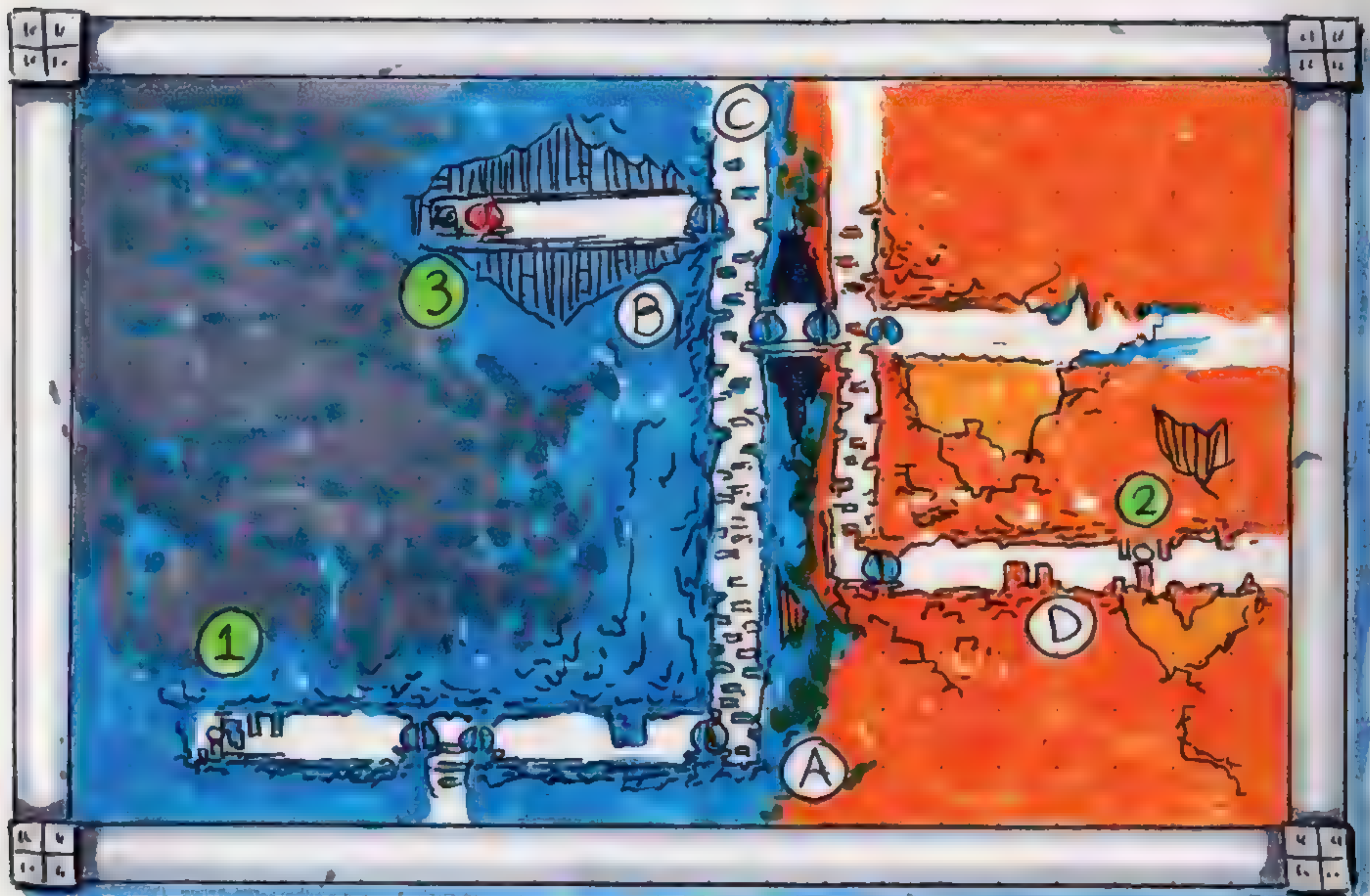
BRINSTAR WEST



A large, dark, rocky, and cavernous area. The air is thick and heavy, and the sound of the wildlife can be heard echoing throughout.

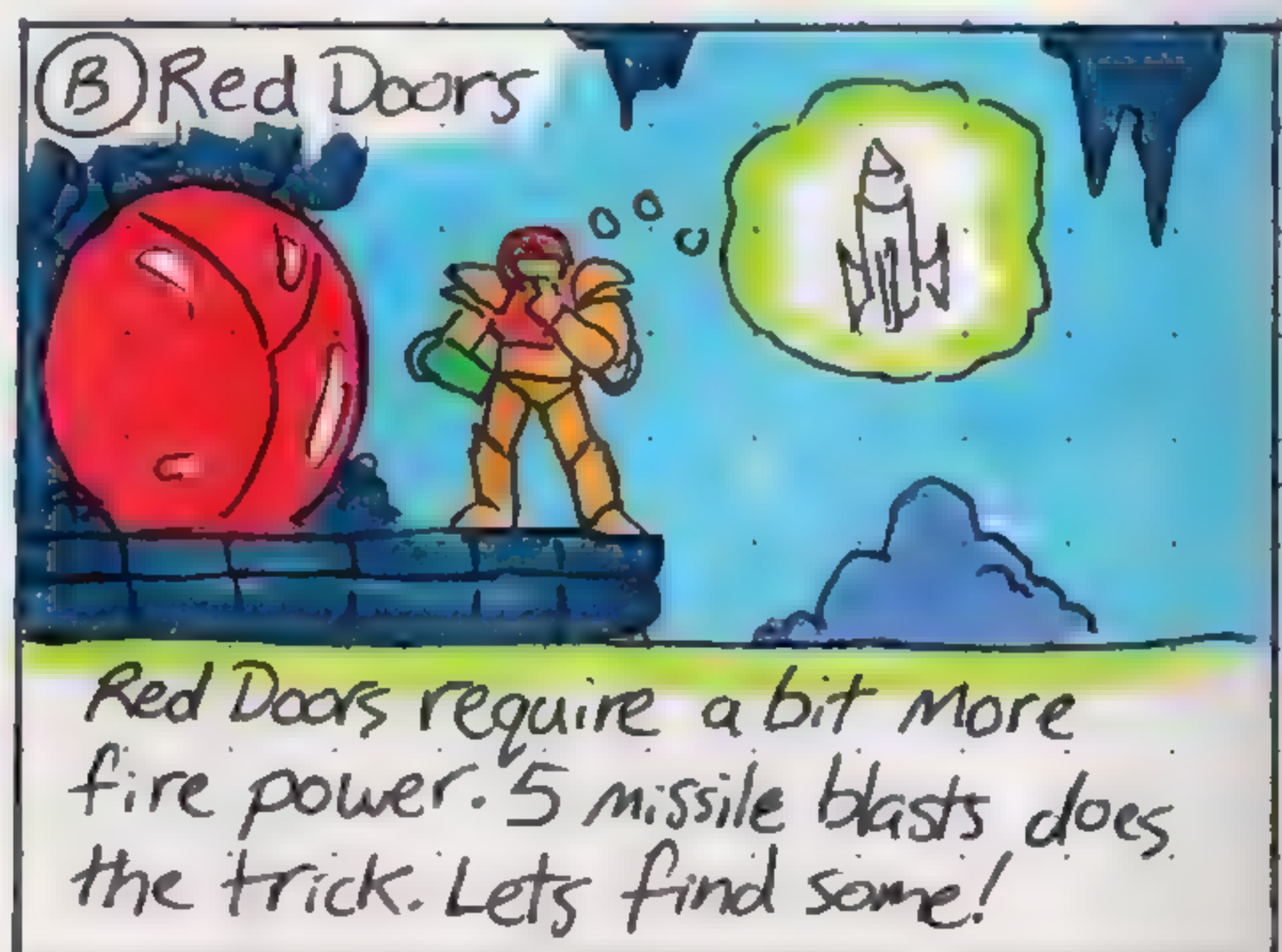
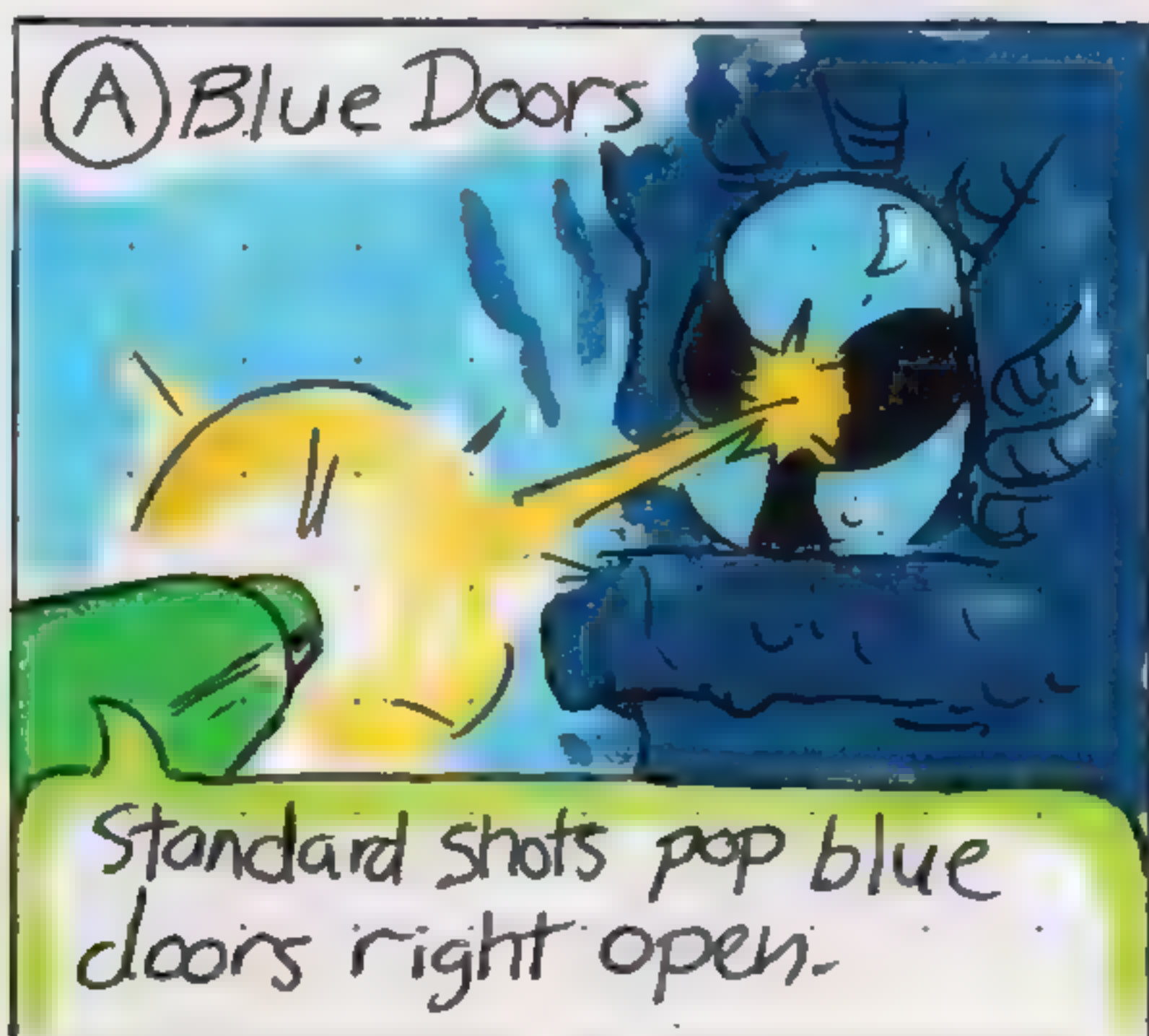
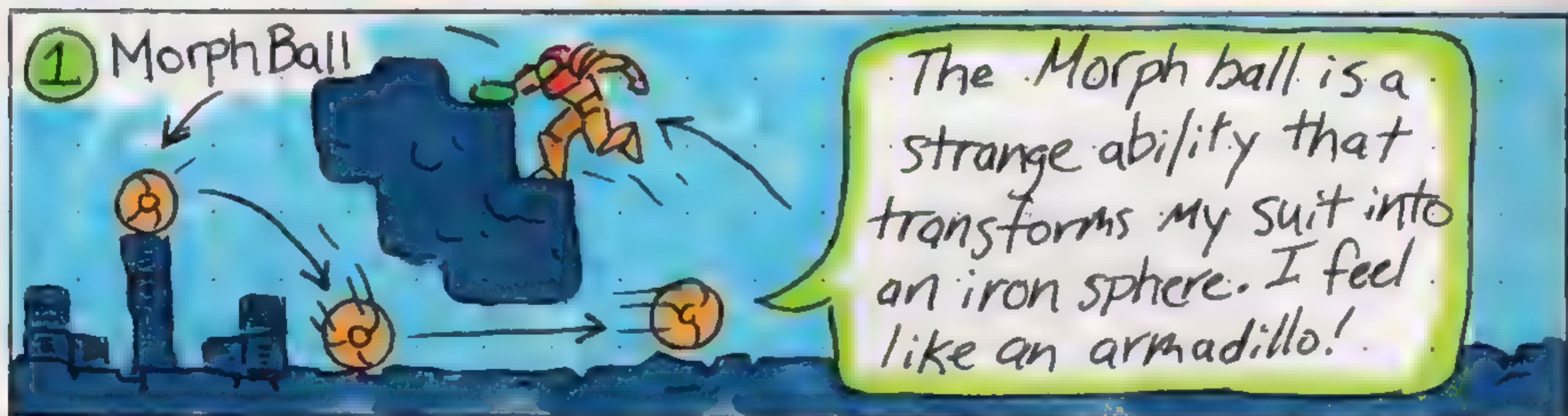


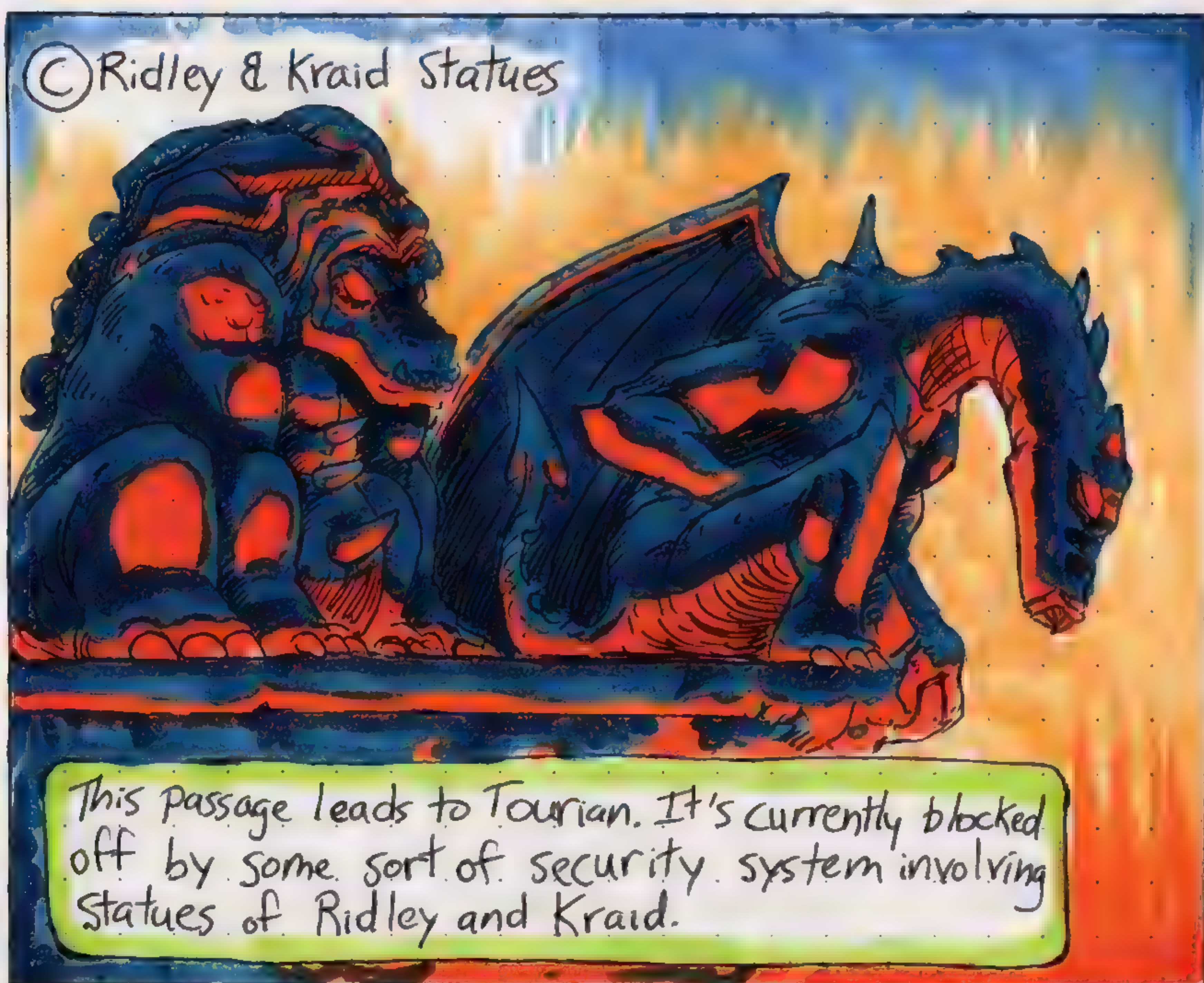
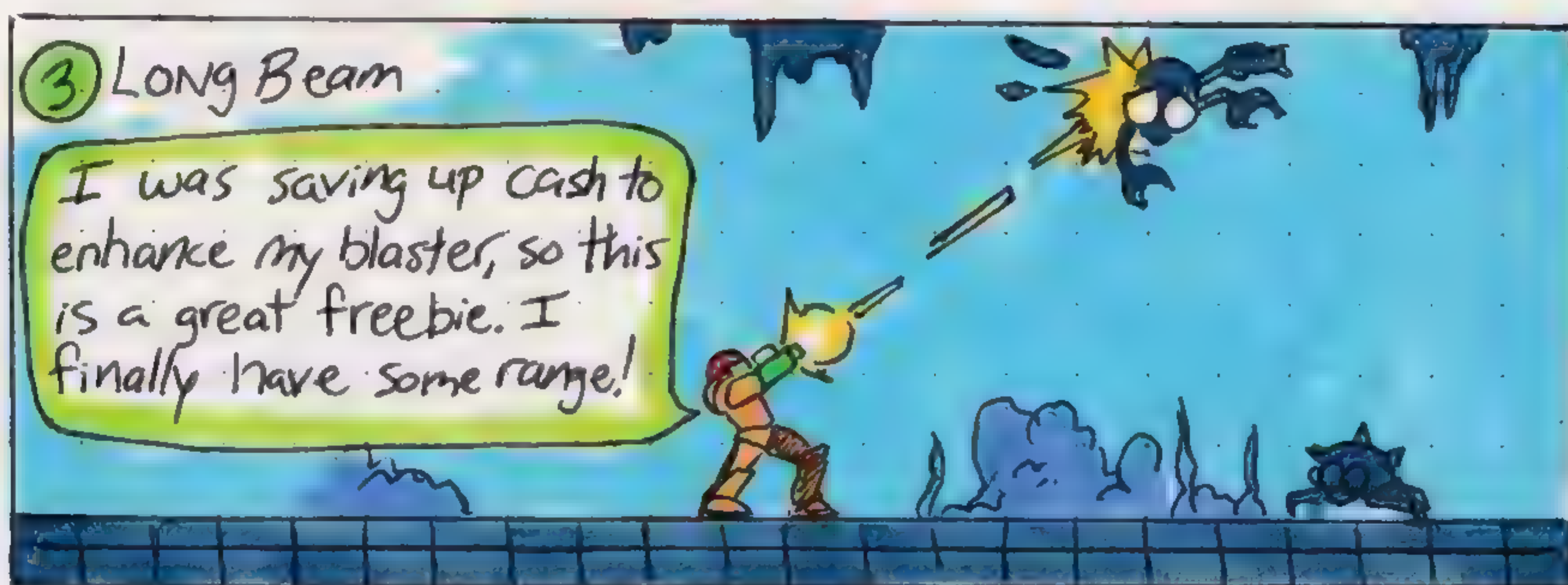
BRINSTAR WEST



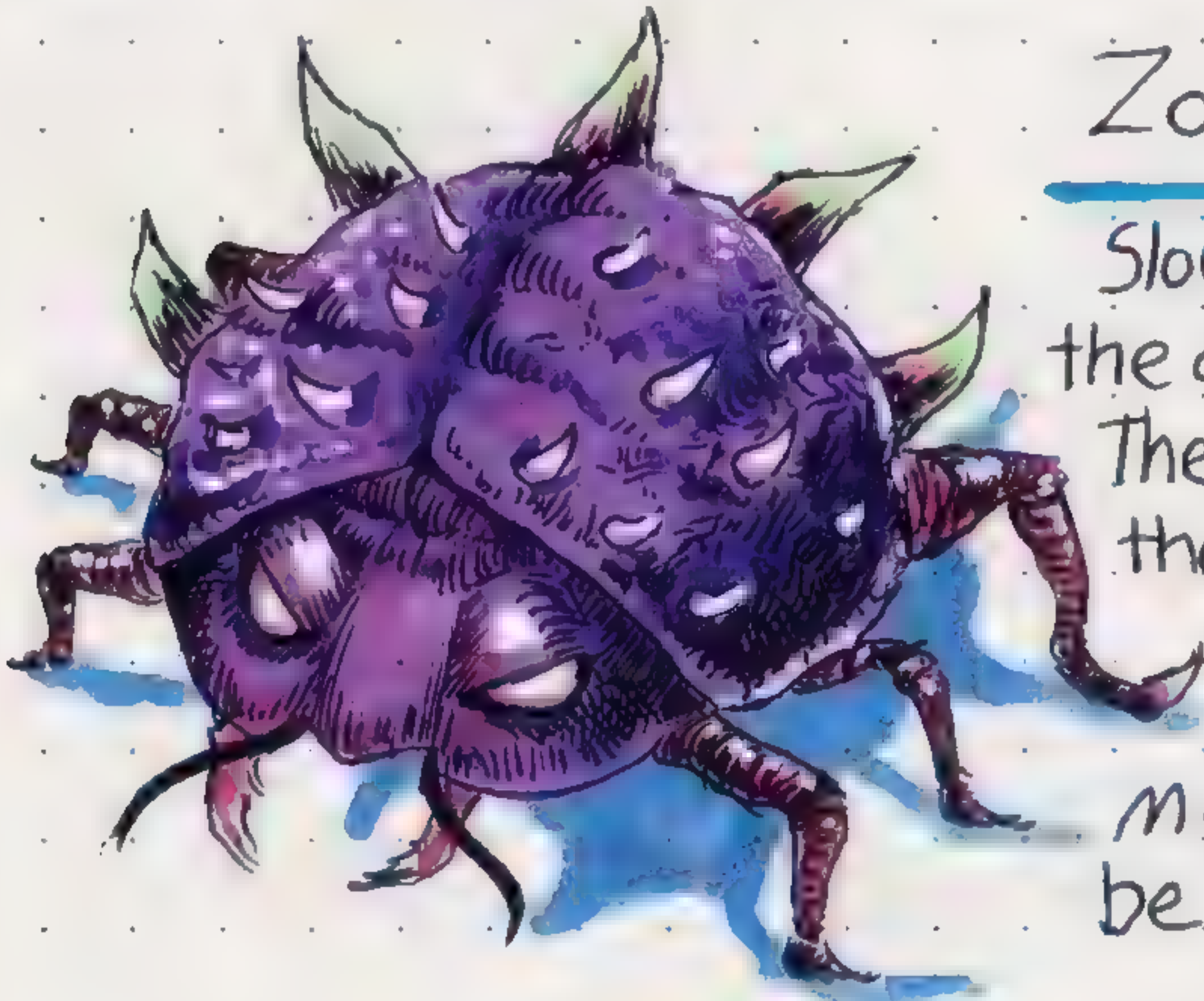
OBJECTIVES

- ① Morph Ball
- ② Missiles
- ③ Long Beam





BRINSTAR W. WILD LIFE



Zoomer

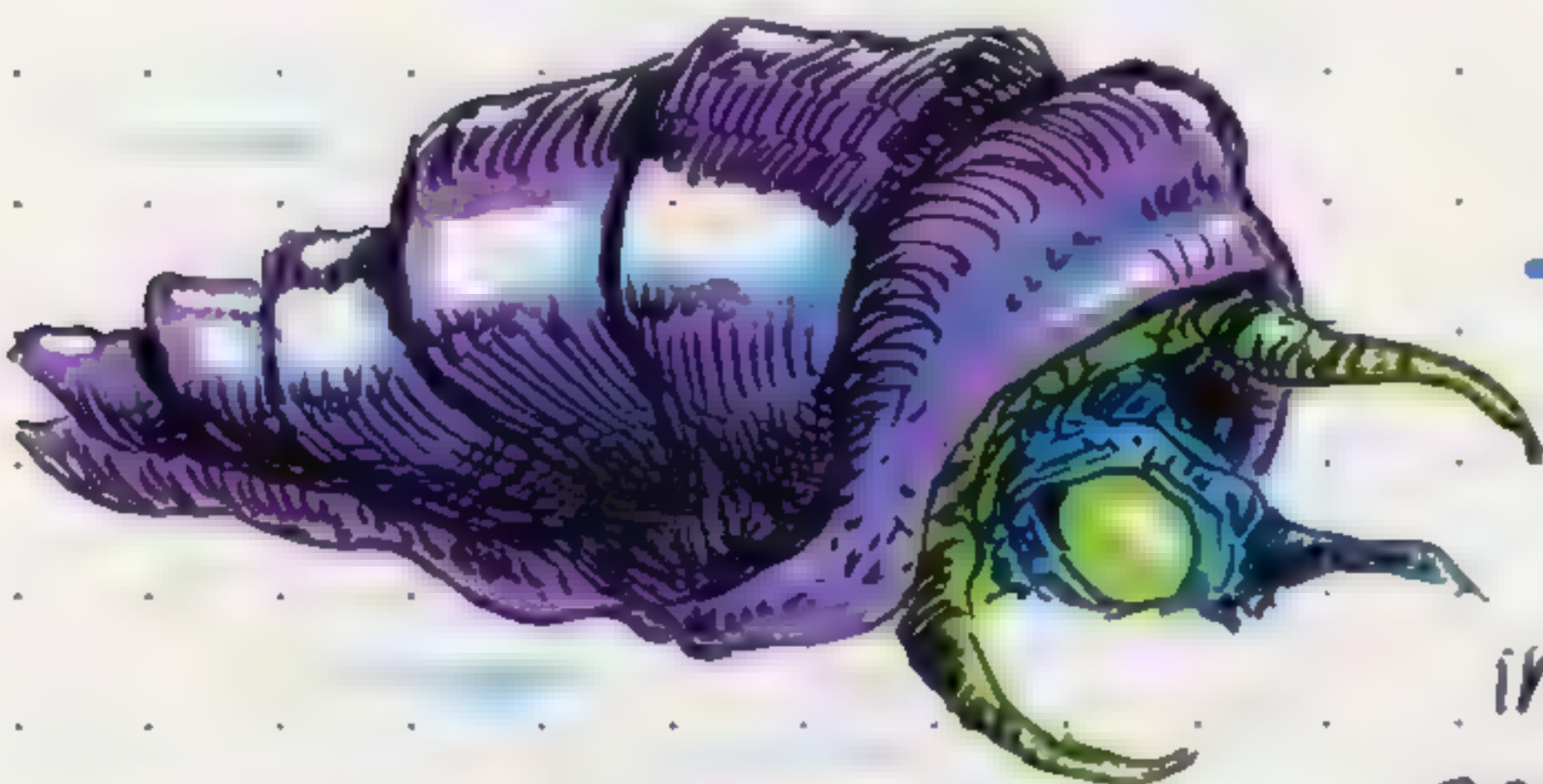
Slow moving creatures with the ability to climb any surface. They're mostly harmless, but the sheer volume of them combined with their spiked exoskeleton means many of them will have to be eradicated.

Skree

These creatures spend most of their time roosting at high to reach locations. When they feel threatened they barrel down from their perch at intruders.



Ripper



Rippers constantly sweep an area looking for smaller insects to feast on. Their nearly indestructible carapace means they should be avoided. They make great platforms when frozen.

Zeb

Flying creatures that seem to have infested nearly all of the ducts running through Brinstar.

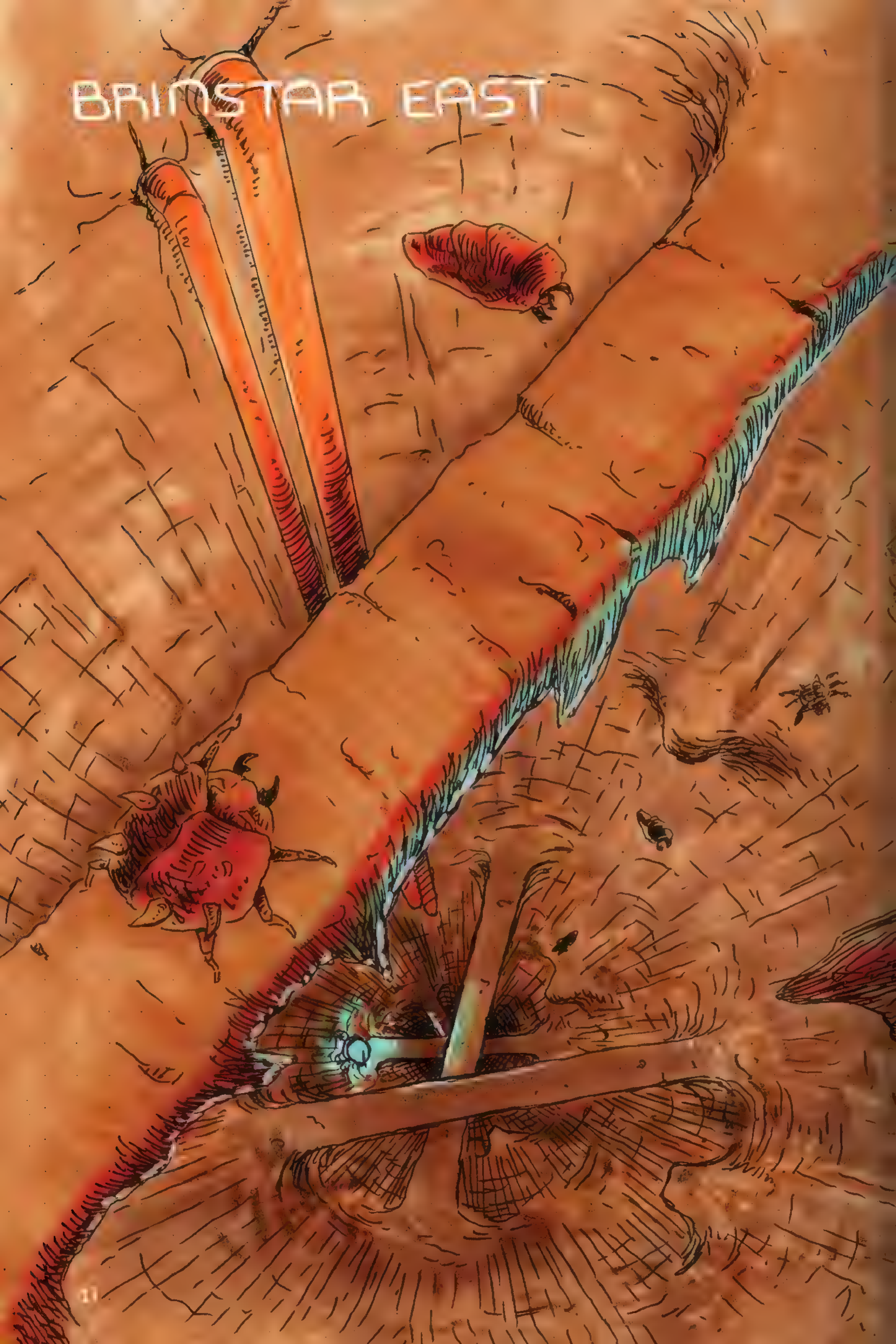
They have an endless amount of workers that will protect their nests from invaders.



Rio

Heavily armored and hostile, they tend to swoop in low to catch their prey, but can be thrown off their trail by jumping upward.

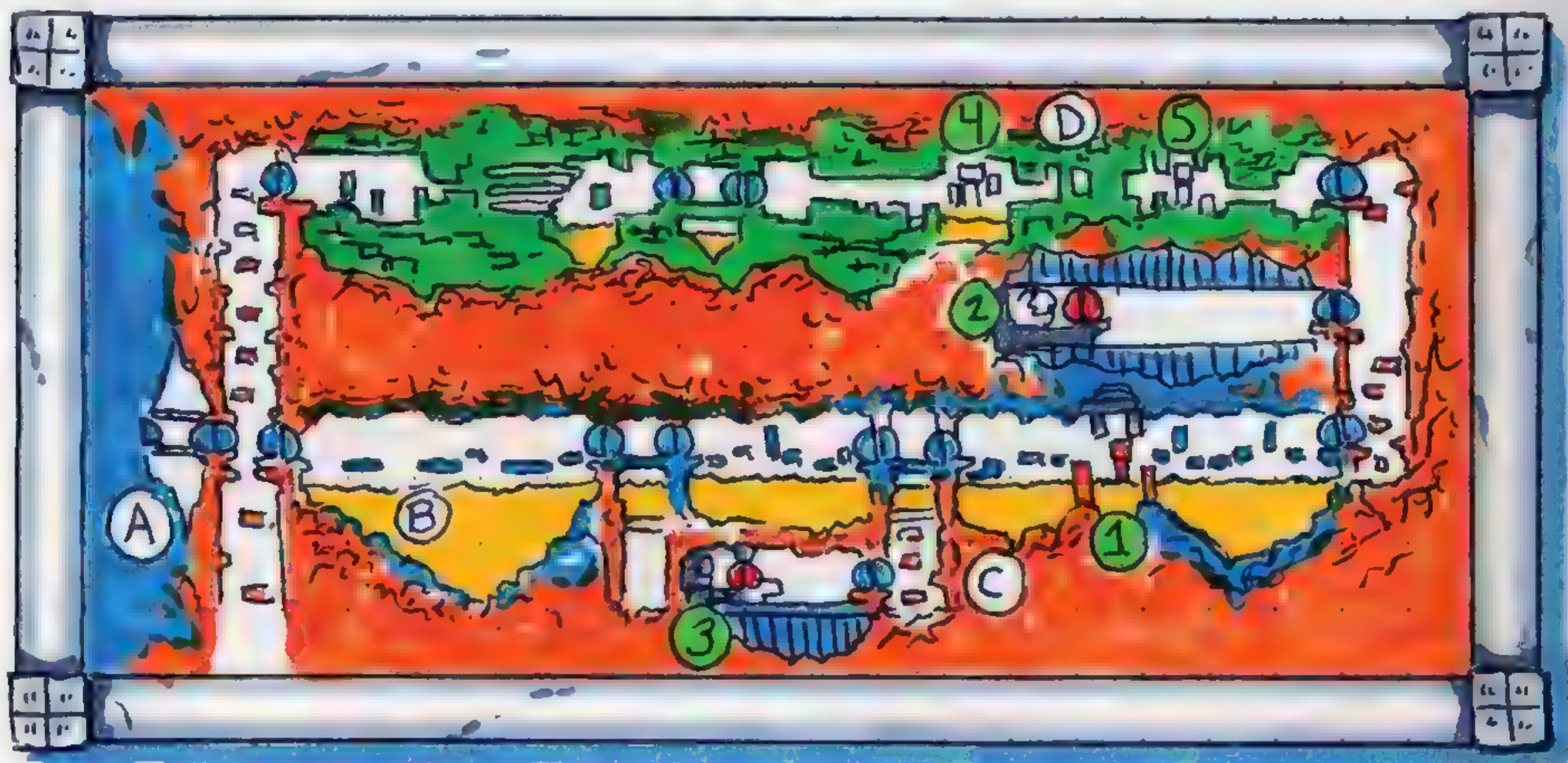
BRINSTAR EAST



The rocky terrain of Brinstar takes on a beautiful golden hue. Pockets of magma warm the area. The creatures seem a little more restless here.

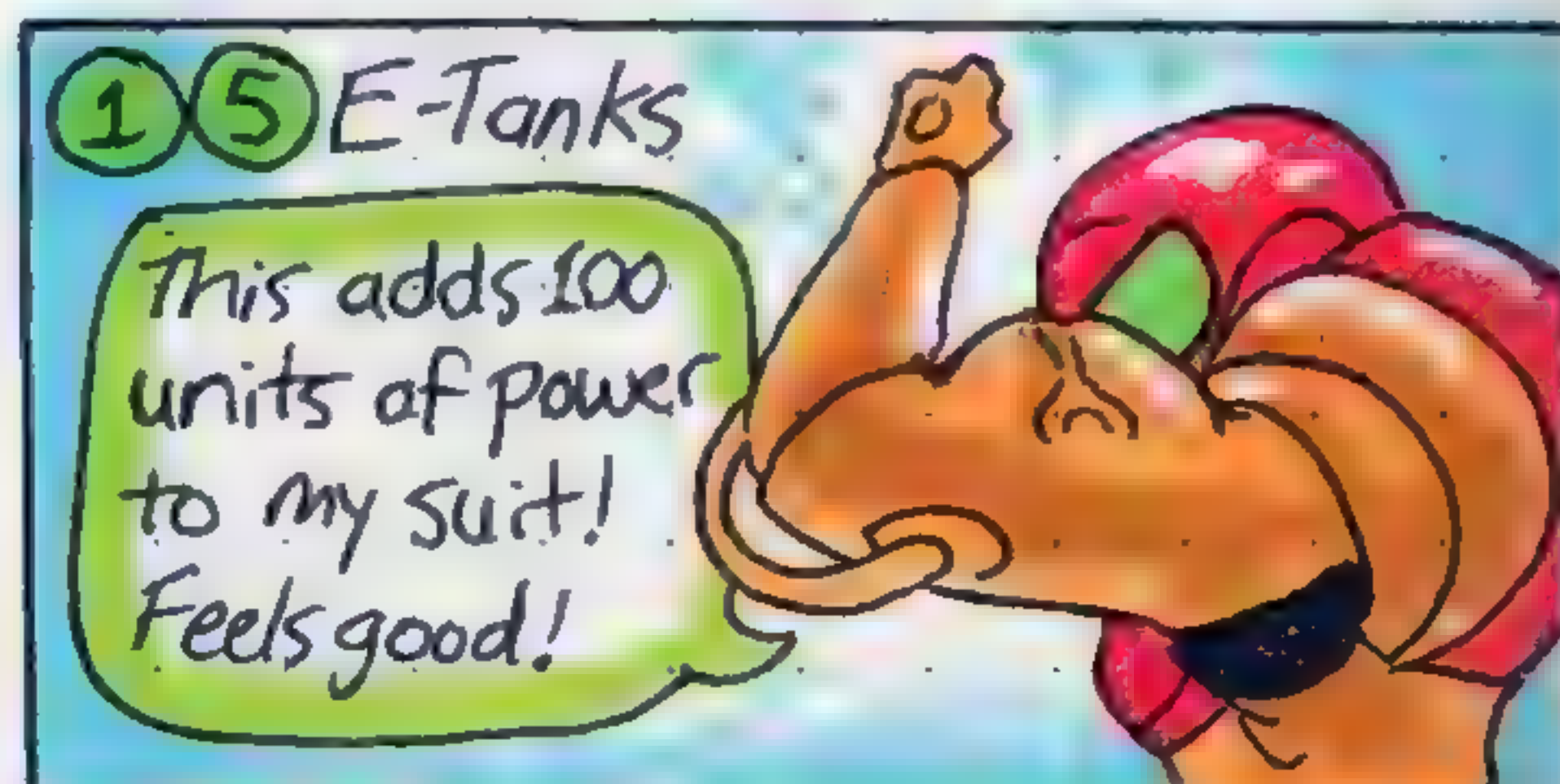
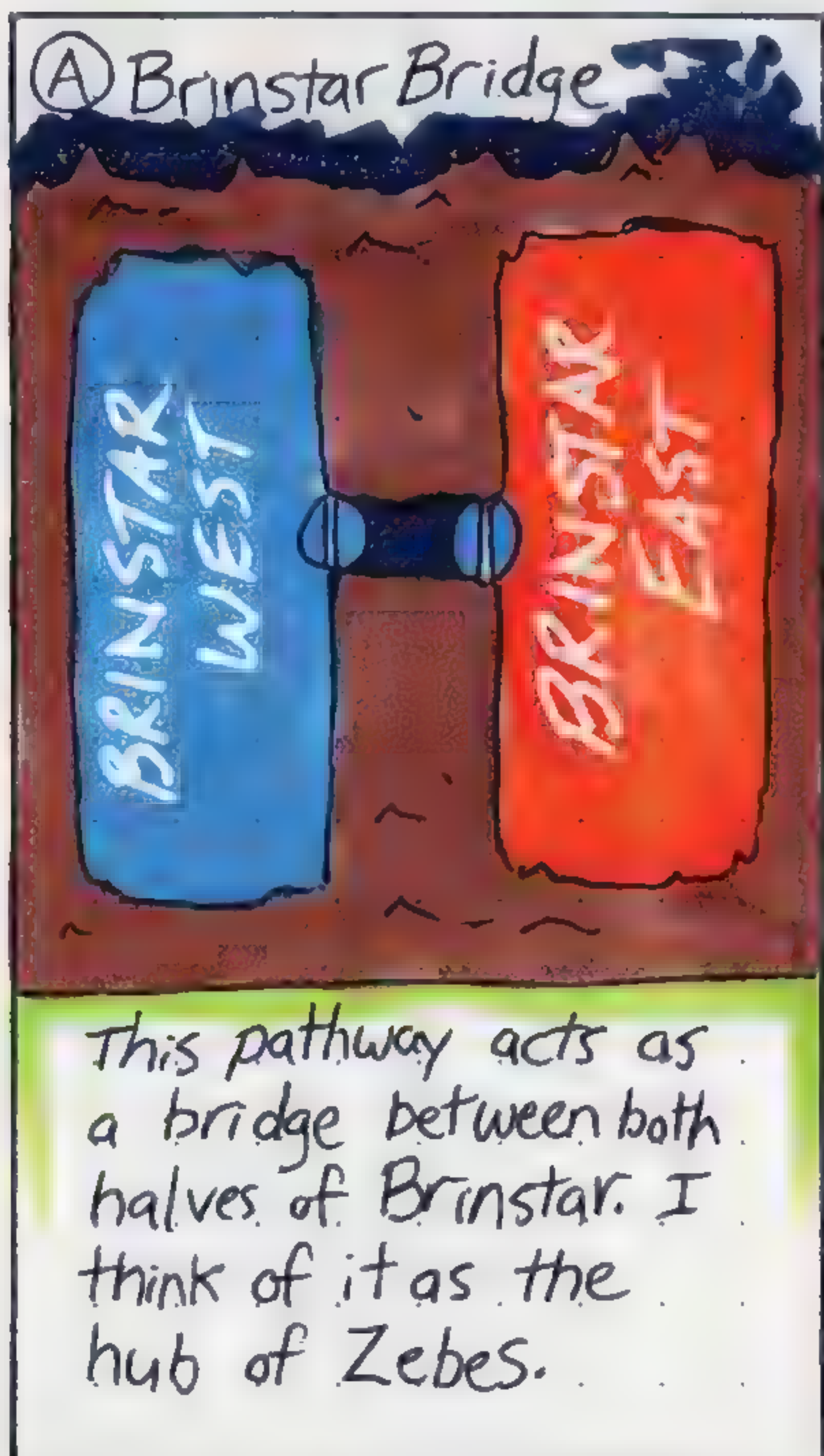


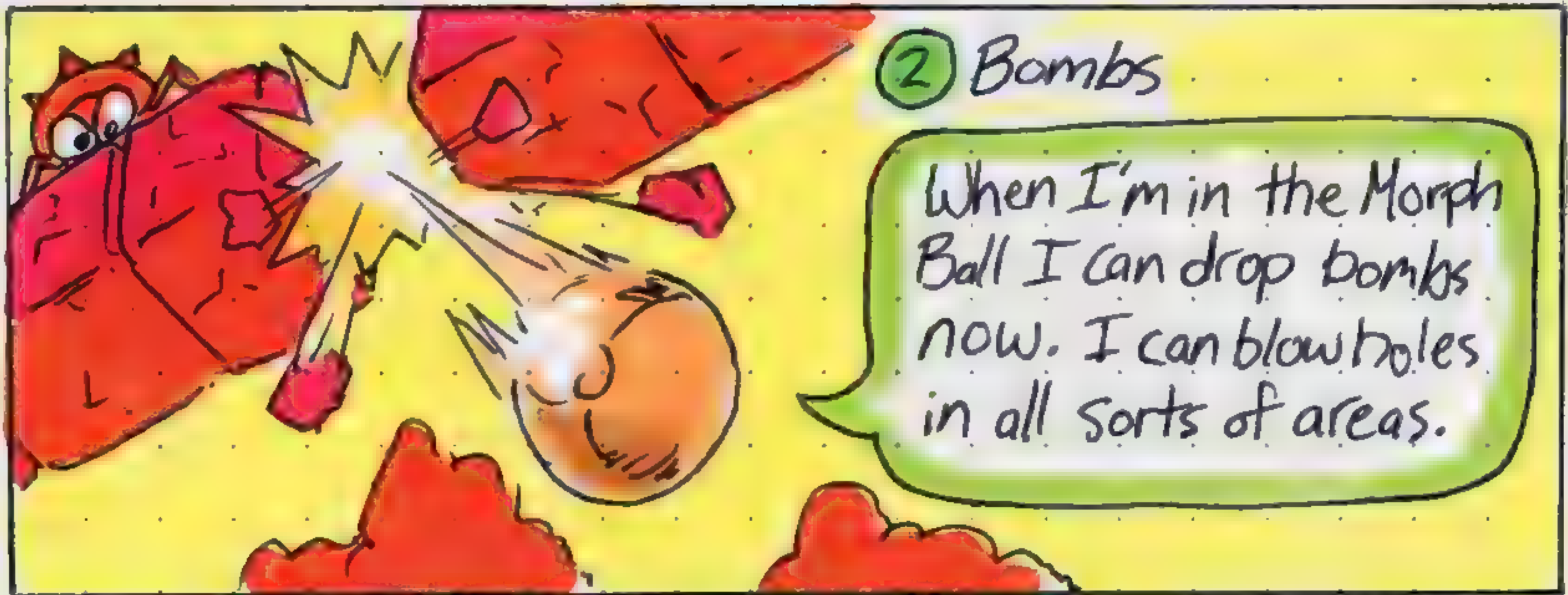
BRINSTAR EAST



OBJECTIVES

- ① Energy Tank
- ② Bombs
- ③ Ice Beam
- ④ Missiles
- ⑤ Energy Tank





☐ MYSTERIOUS STATUES

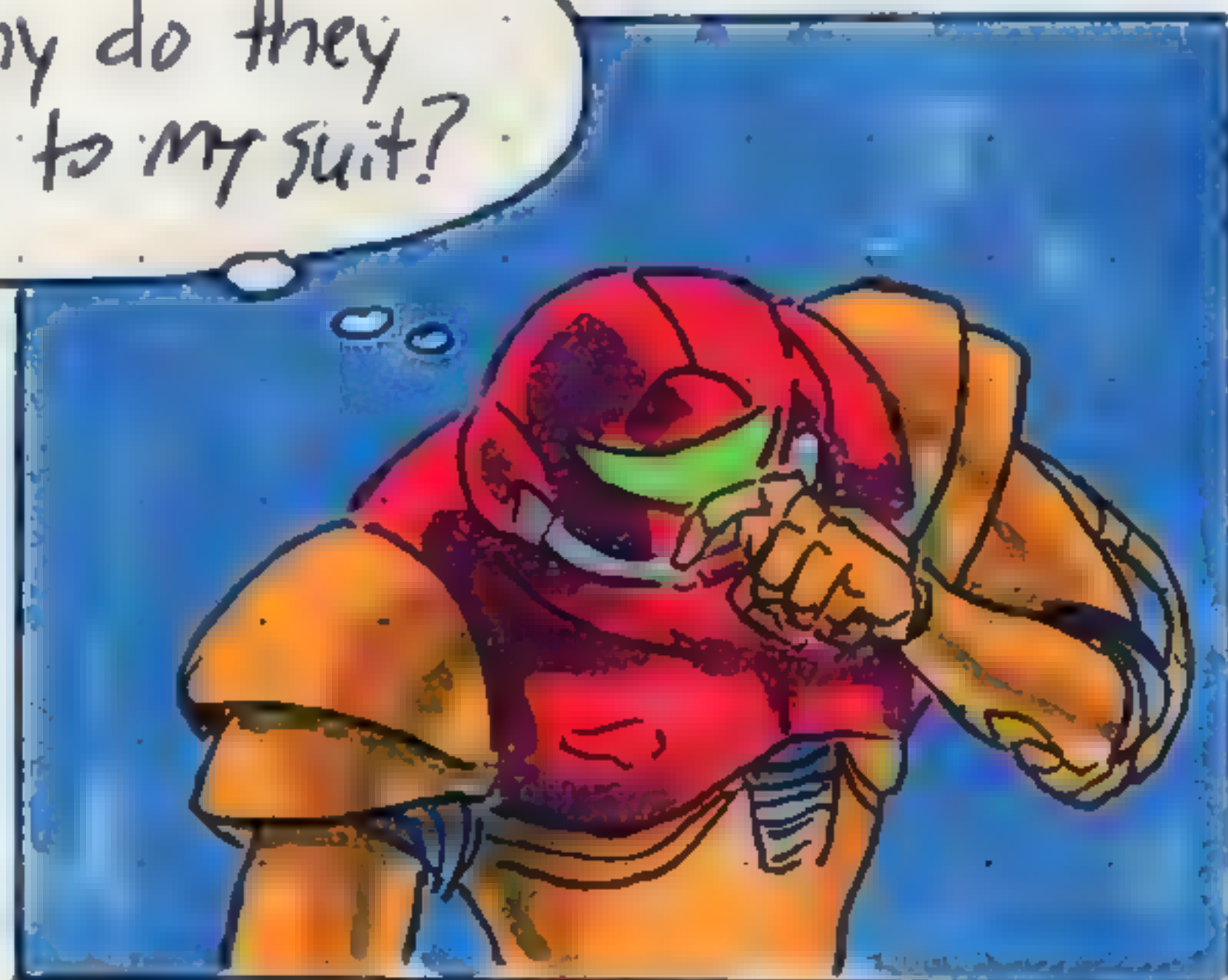


These large statues are located all throughout Zebes. Their origin is unknown, but it is likely that they are what remains of the civilization that once walked this planet.

Each statue holds an orb that contains an incredible special ability. Oddly enough, it seems that the Pirates have not been able to harness these powers for themselves. The technology found within these orbs appears to be scripted in a way where they are only compatible with hardware from the same family.

Despite being statues, there is a spiritual presence about them. As if there is a ghost inside the shell, silently watching and judging.

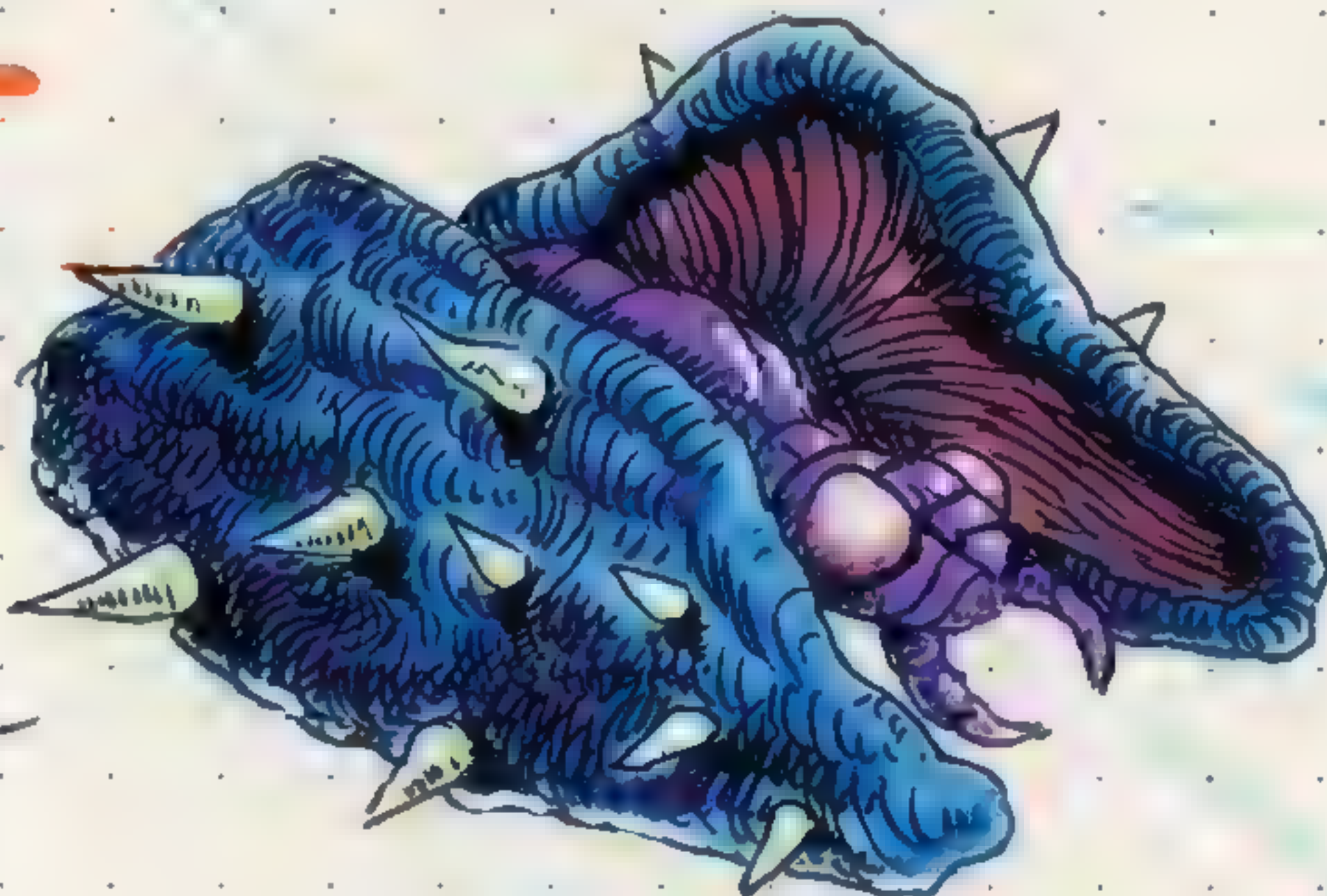
Why do they react to my suit?



BRINSTAR E. WILD LIFE

Waver

Move in unpredictable wave-like patterns. They use quick bursts of their clam shell sides to propel them upward, and their light weight allows them to ride the air.

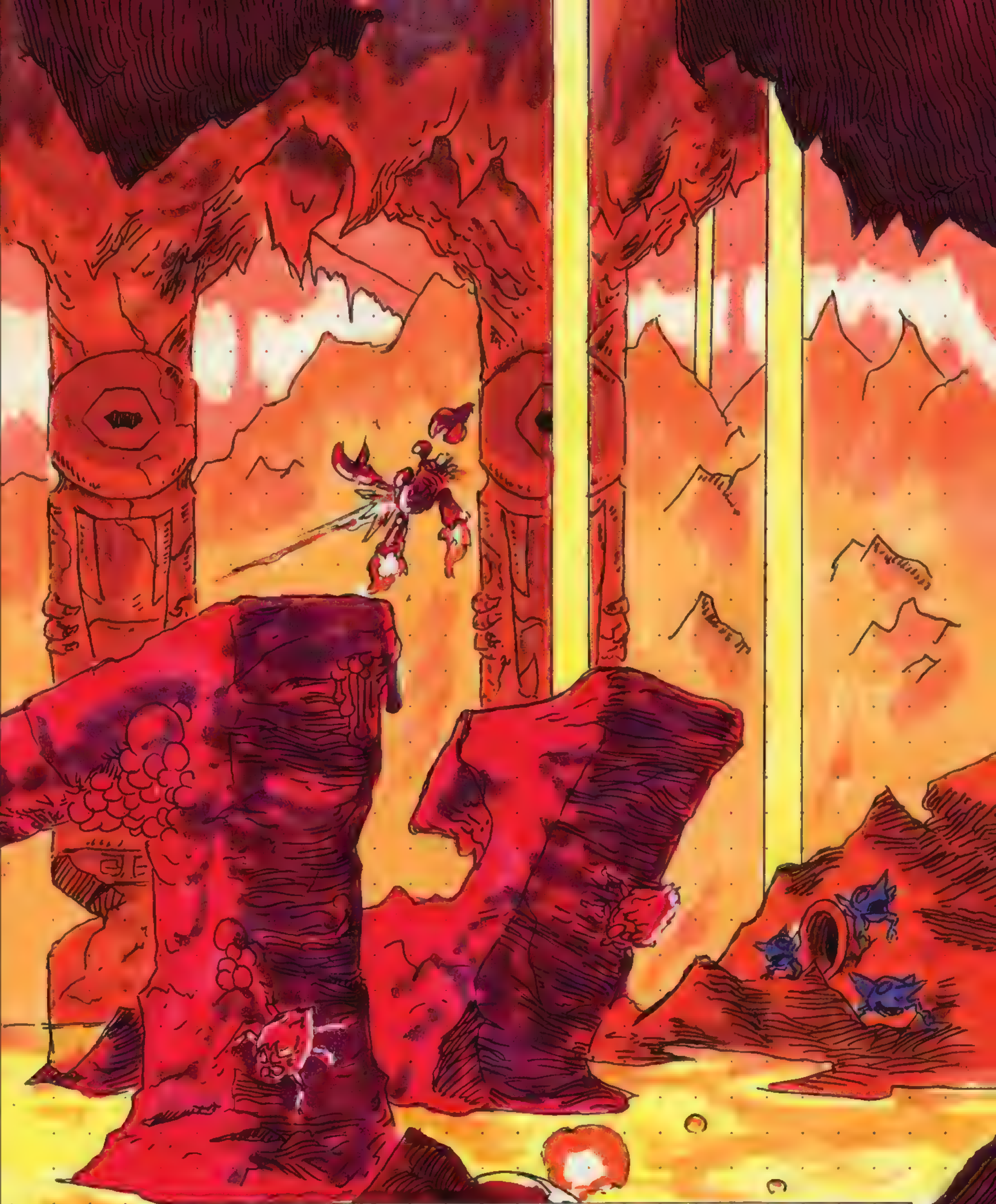


Mellows

Essentially giant gnats that group together in swarms. They can travel to different locations and rooms.

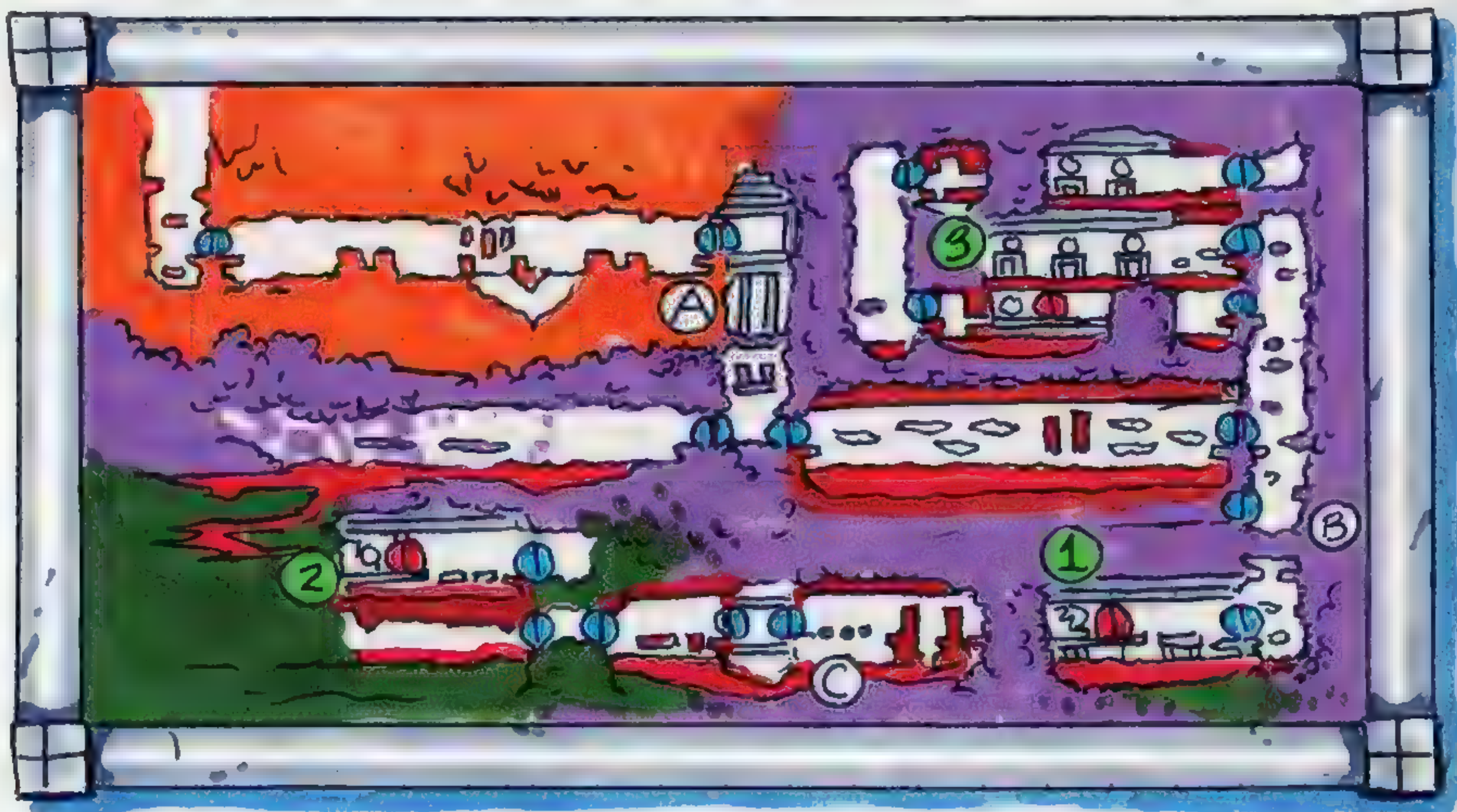
NORFAIR





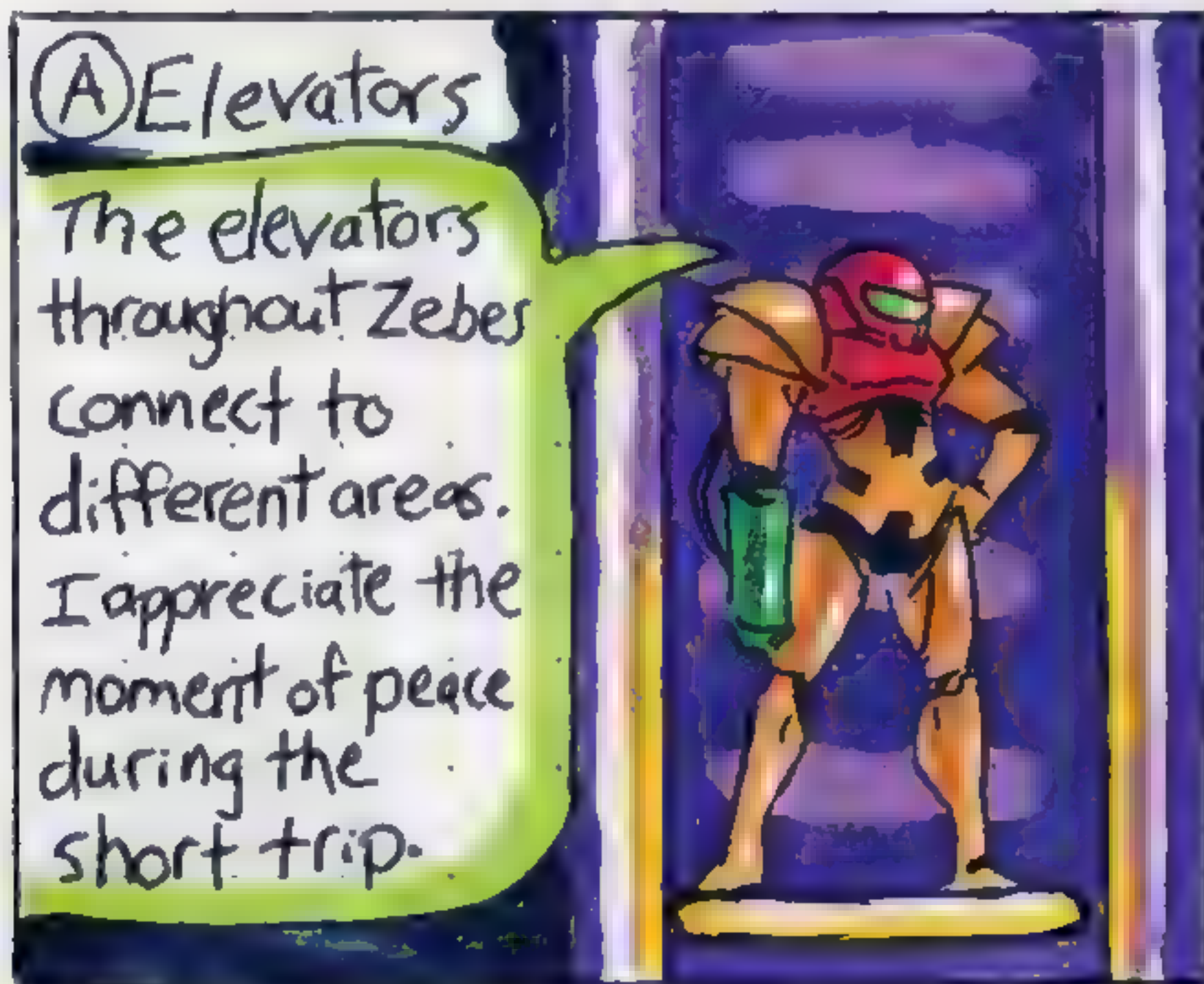
Excruciatingly hot. If not for my suit's cooling functionality I wouldn't stand a chance here. All the wildlife seems to have adapted to the heat using the large reserves of magma to aid in their own survival.

NORFAIR



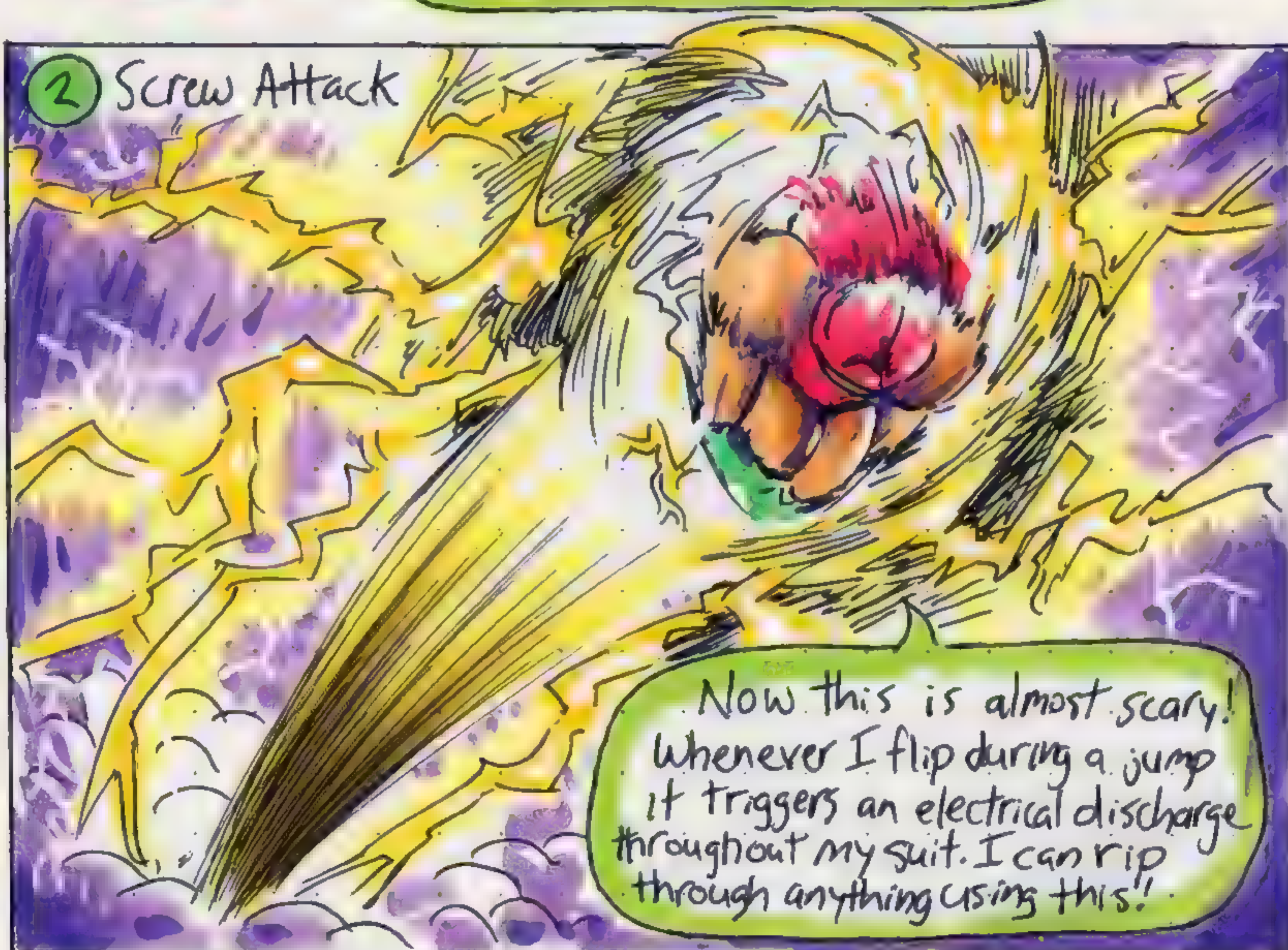
OBJECTIVES

- ① High Jump Boots
- ② Screw Attack
- ③ Loads of Missiles





Try to have lots of health for this section. Seriously.



Begin heading back to ①

■ NORFAIR WILDLIFE



Nova

Small creatures with similar behavior to a Zoomer. Their body is covered with a thick wool coat that stores heat.

Geruta

Extremely aggressive and hostile. They combust stored magma in their hind legs which allows them to glide.



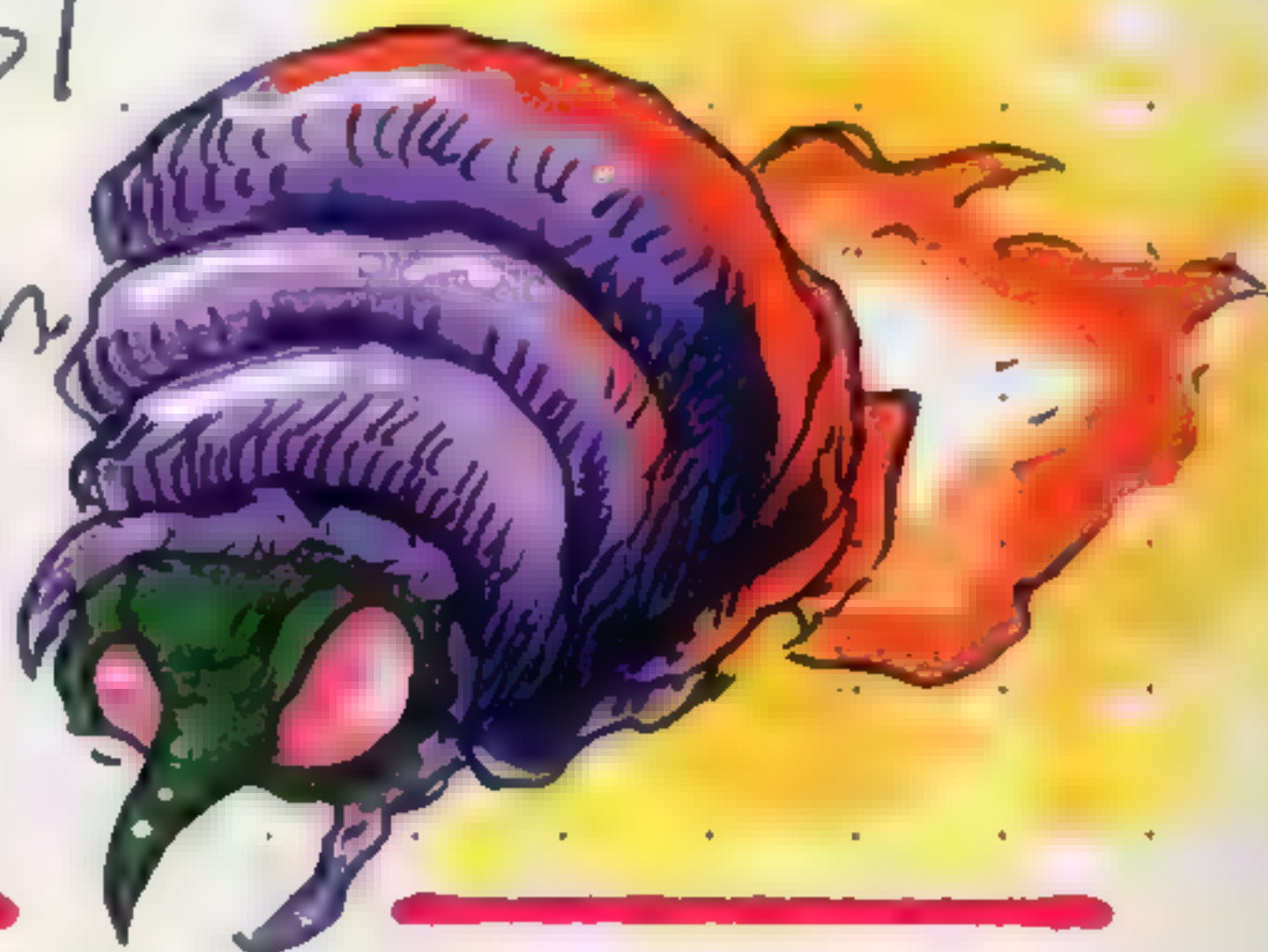
Squeept

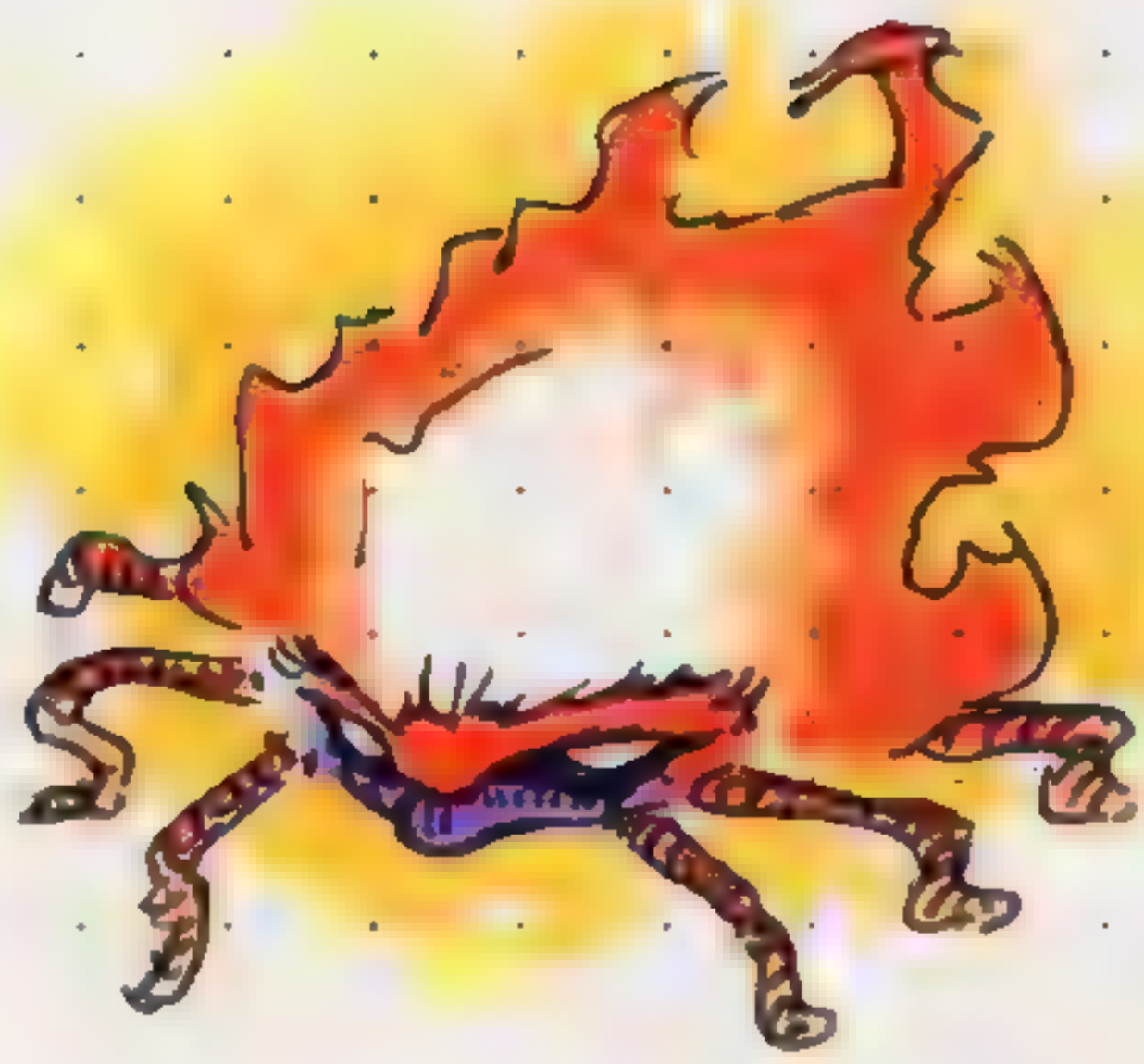
A magma crustacean. Leaps out of magma often to cool down. Make good platforms when frozen.



Norfair Ripper

A Ripper that has adapted to live in areas of extreme heat. Similar to Geruta, they use magma to assist in flight, making them faster than Rippers in Brinstar.



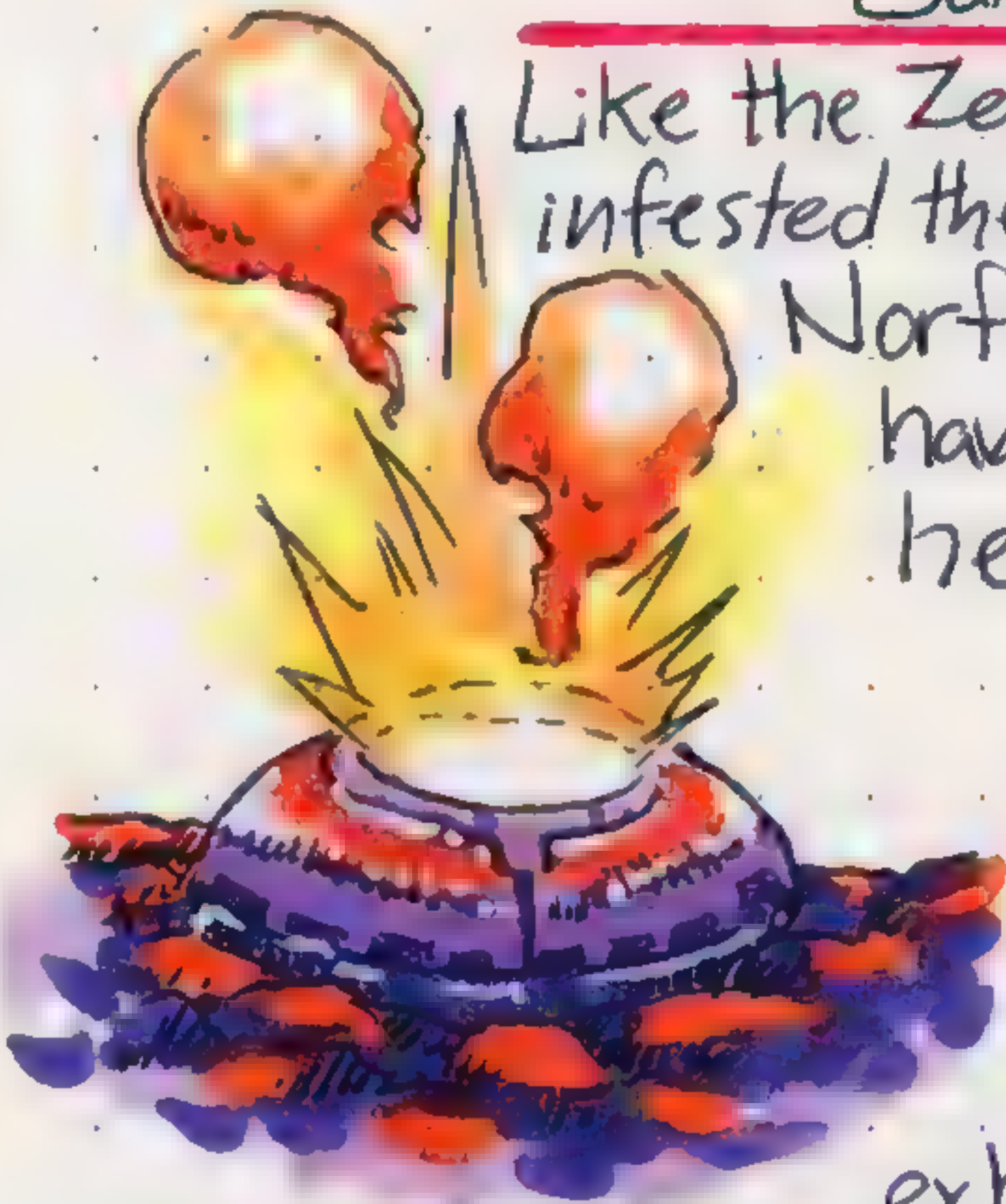


Mella

The Mellows of Norfair. Much like other creatures in Norfair, they've adapted to the heat.

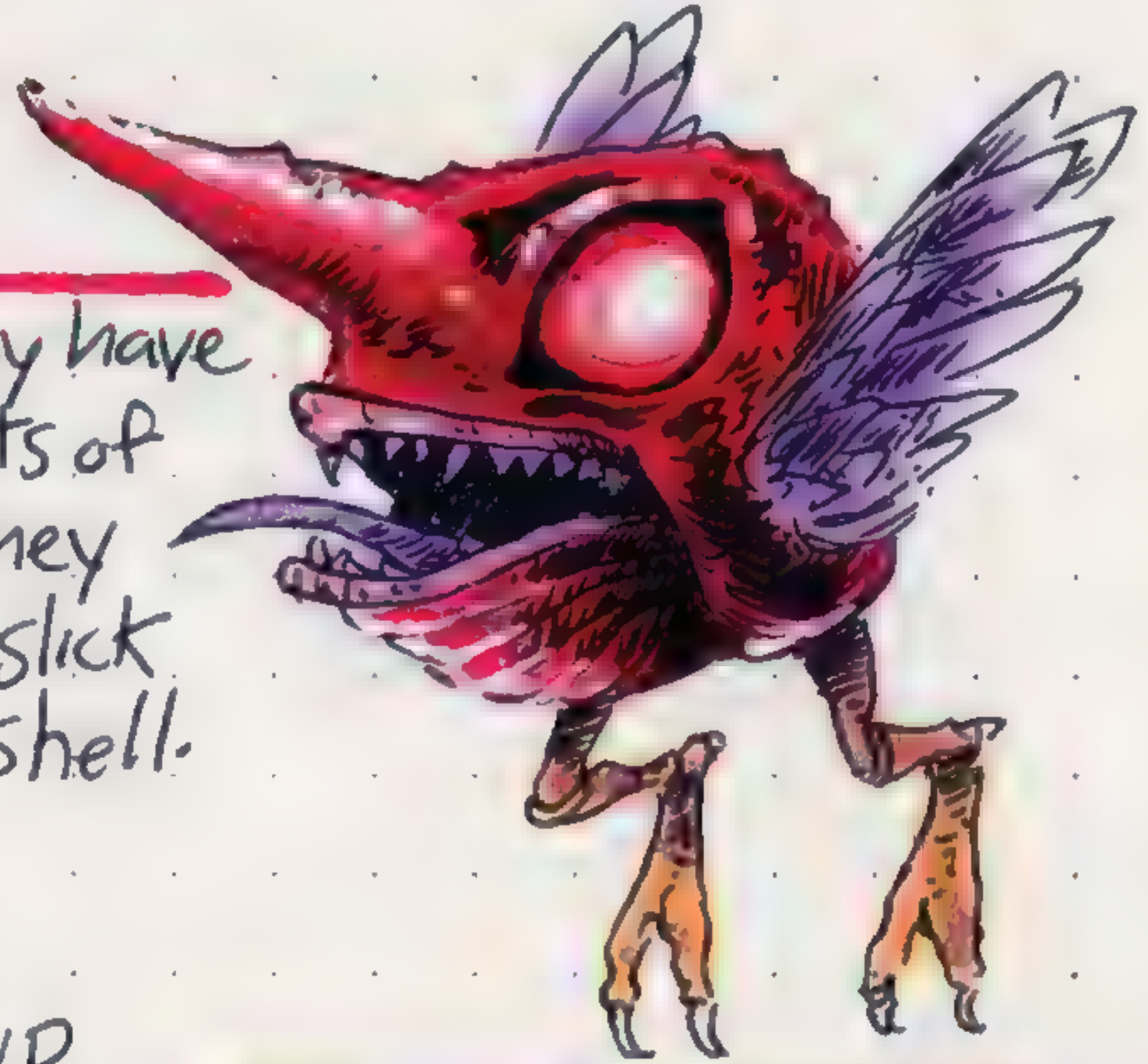
Gamet

Like the Zeb, they have infested the ducts of Norfair. They have a slick heavy shell.



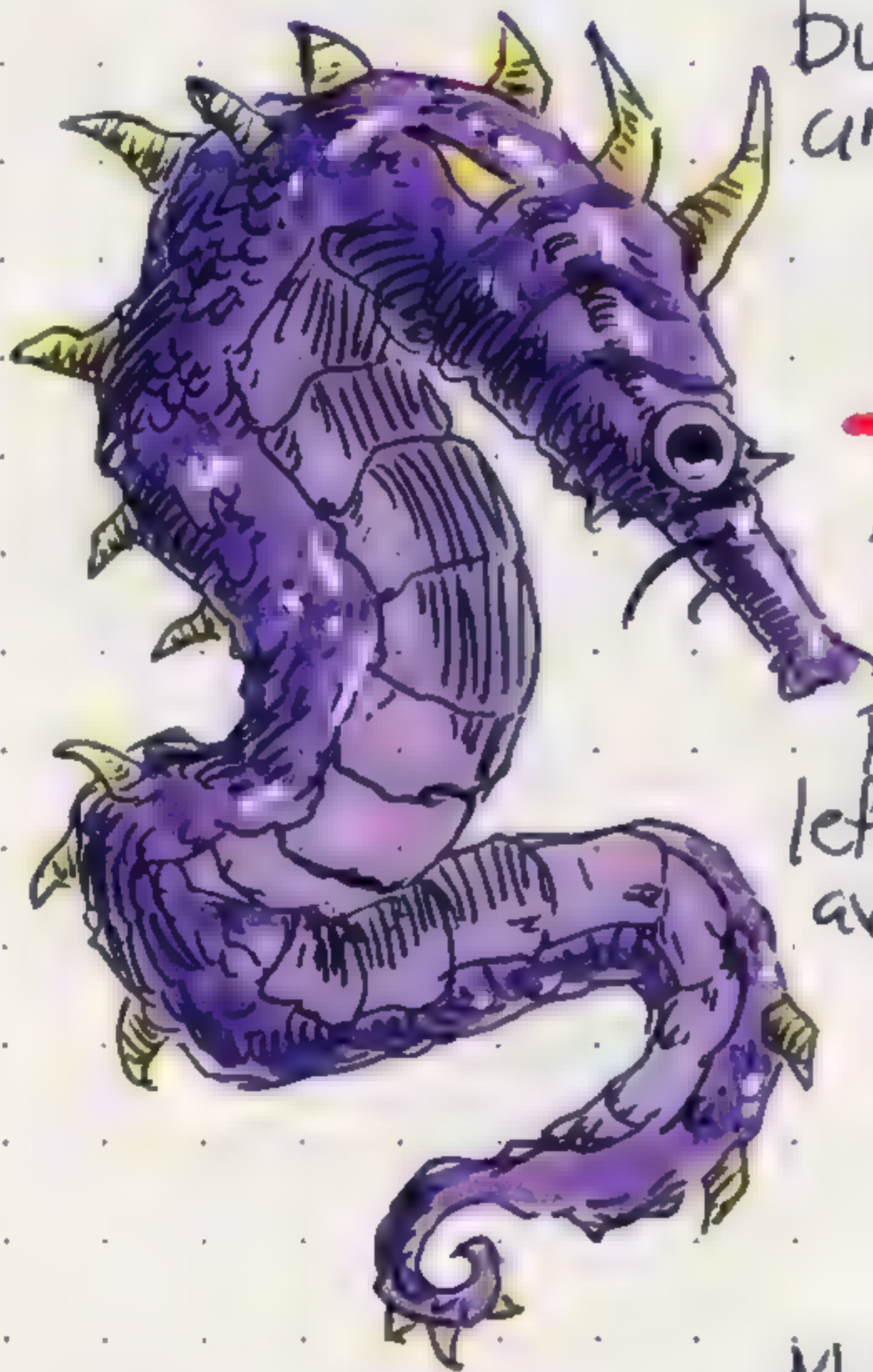
Polyp

Norfair has a series of exhausts to pump out heat. Polyps build up inside these vents and are often scattered into the air.



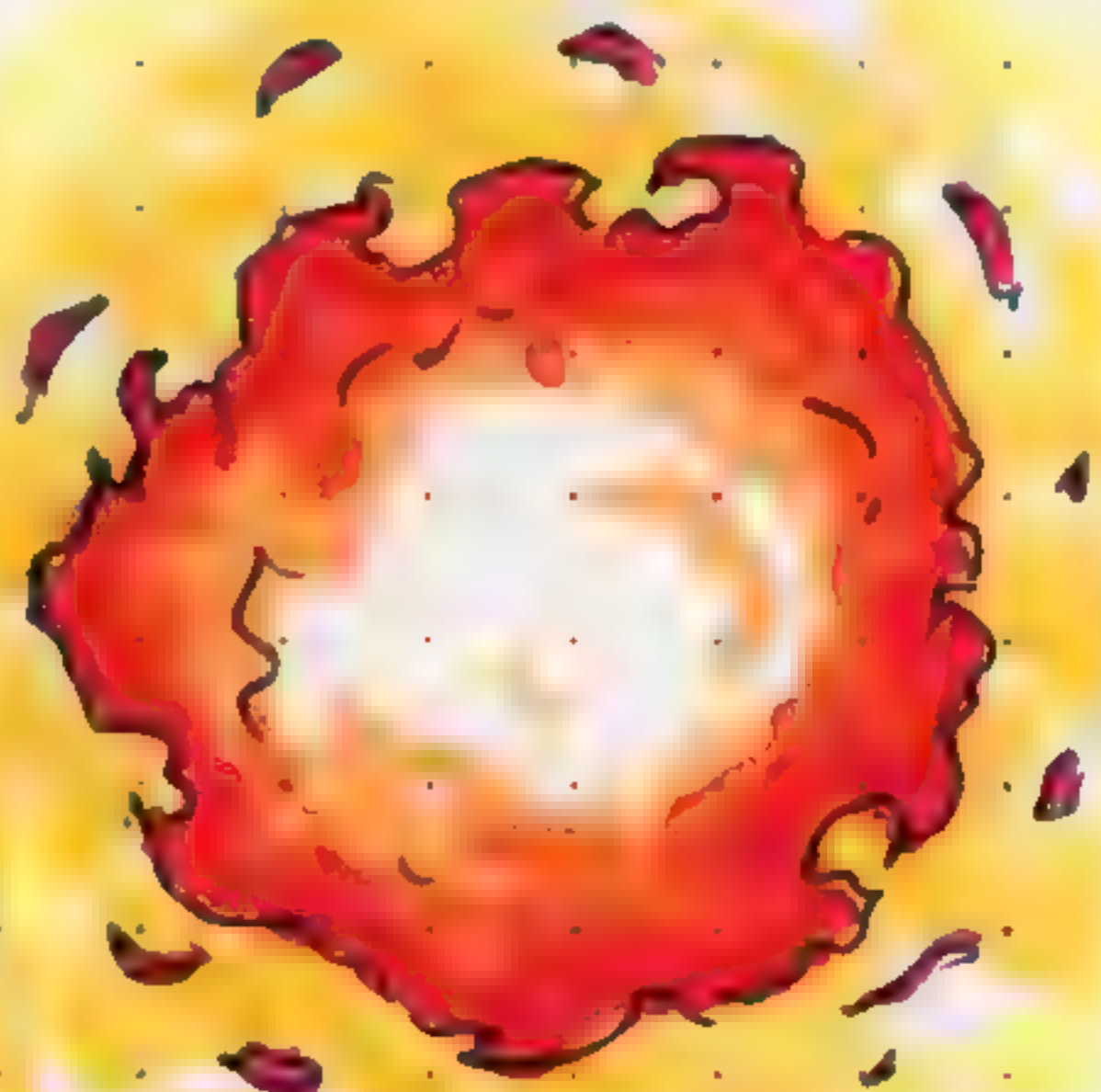
Dragon

Long extinct across the galaxy and yet Zebes is the only planet to have any left. Best to avoid them.

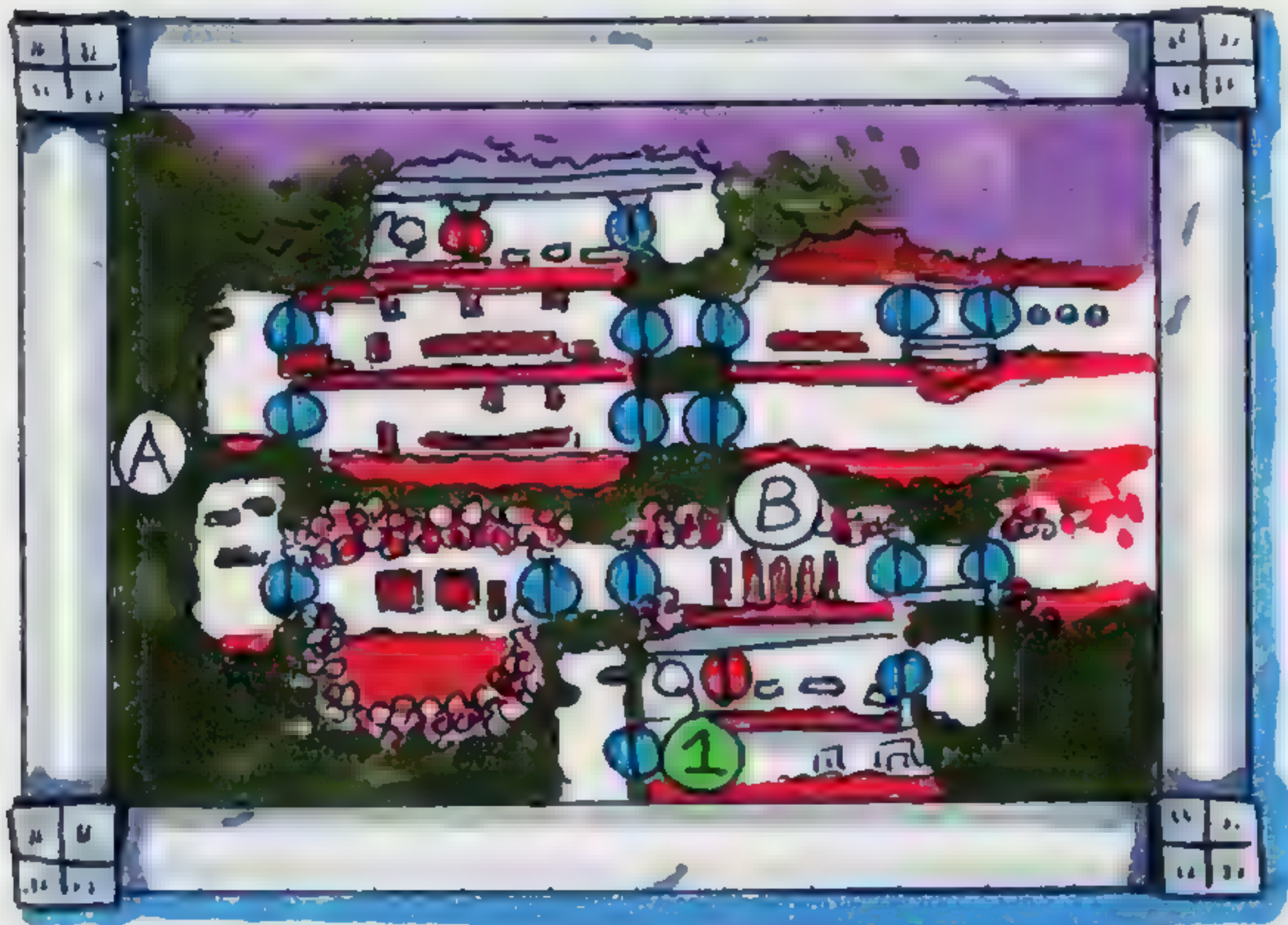


Multiviola

A small creature engulfed in flame. It looks like a fireball that aimlessly floats around, but it is in fact a living creature.



☒ WAVE BEAM (OPTIONAL)



INCOMING MESSAGE

Origin Unknown:

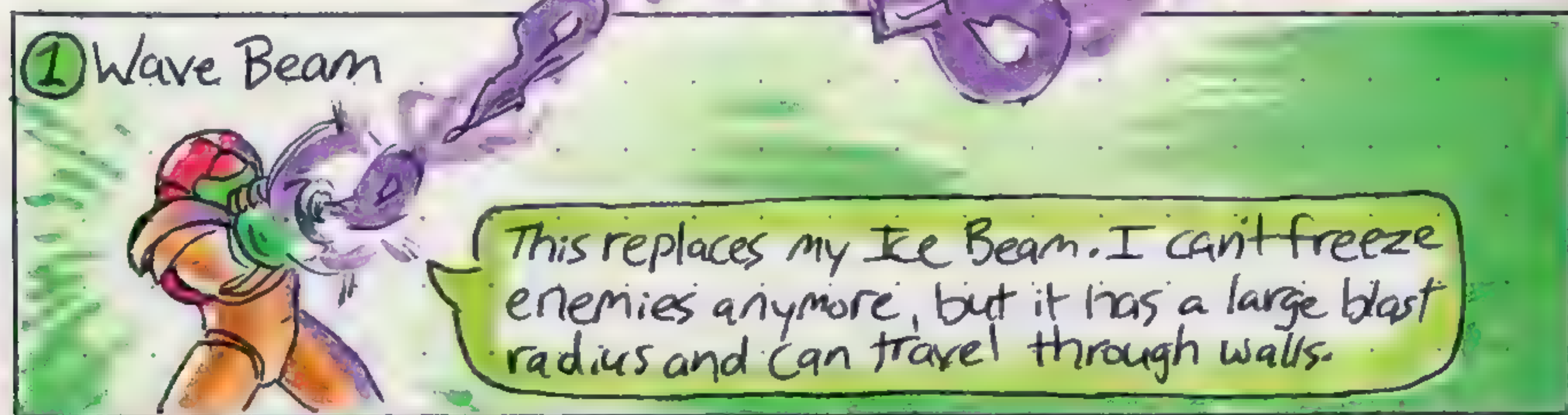
"I personally skip the Wave Beam."

This area is deadly,
and the Ice Beam
has to be picked up
again later. Go for
this only if you want
to try it out."

OBJECTIVE

① Wave Beam

STARTING FROM SCREW ATTACK RH



BACKTRACK TO BRINSTAR E.

OBJECTIVE

① Varia Suit

At this point I've found all my major upgrades. Now it's time for the real marks.

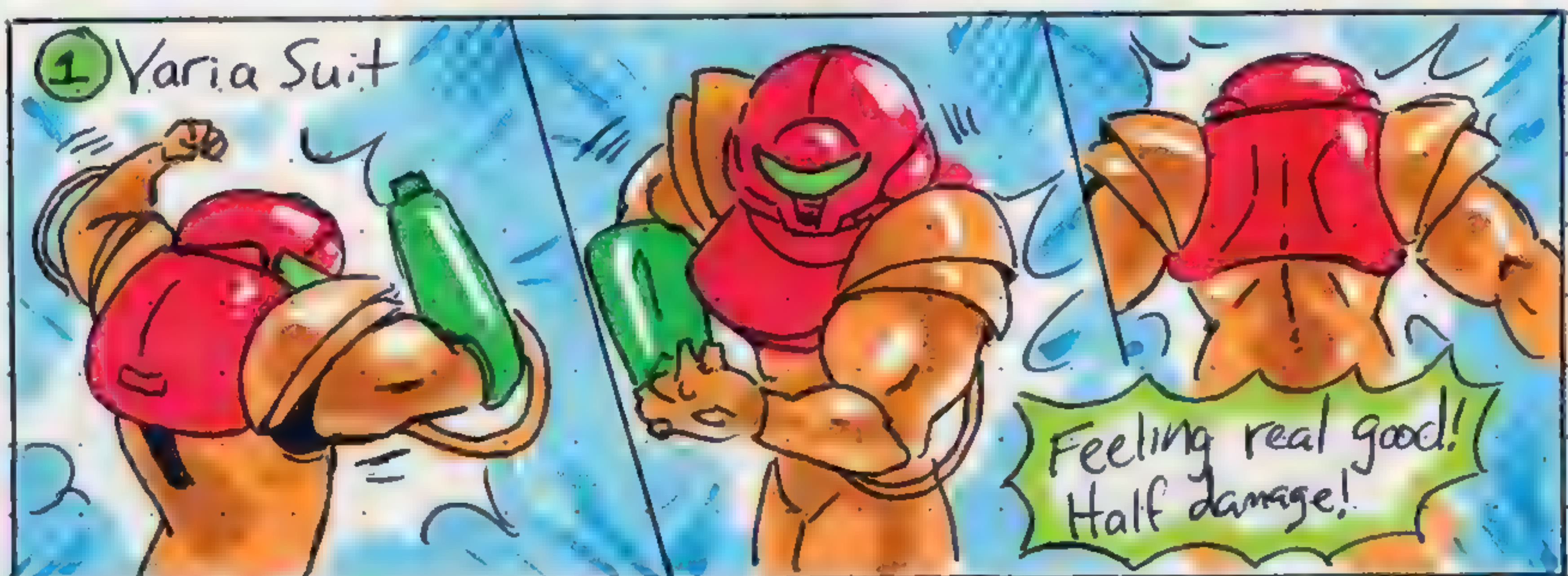


④ Secret Passage

I've been through here before, but now with the High Jump Boots I can access this area.

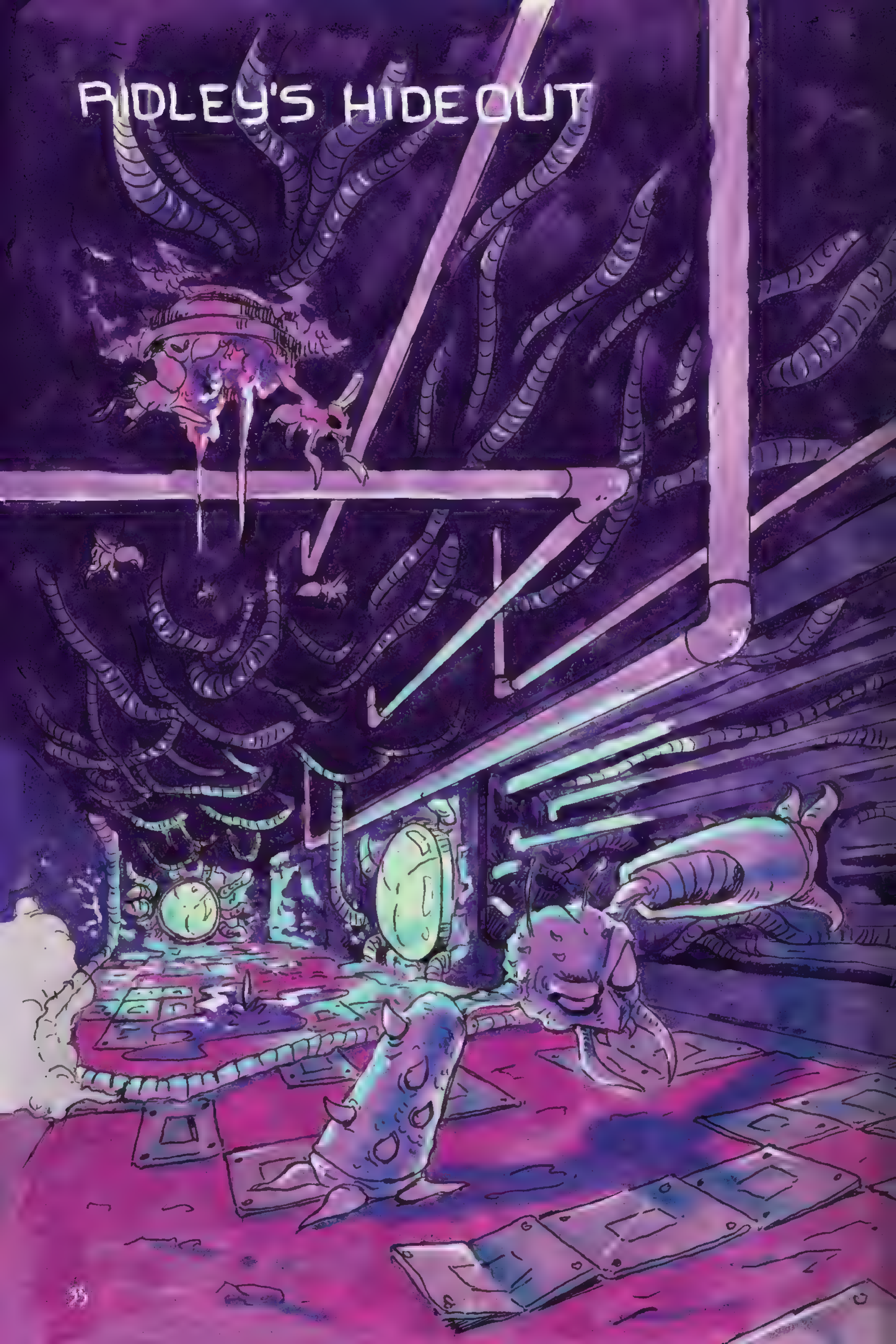


① Varia Suit

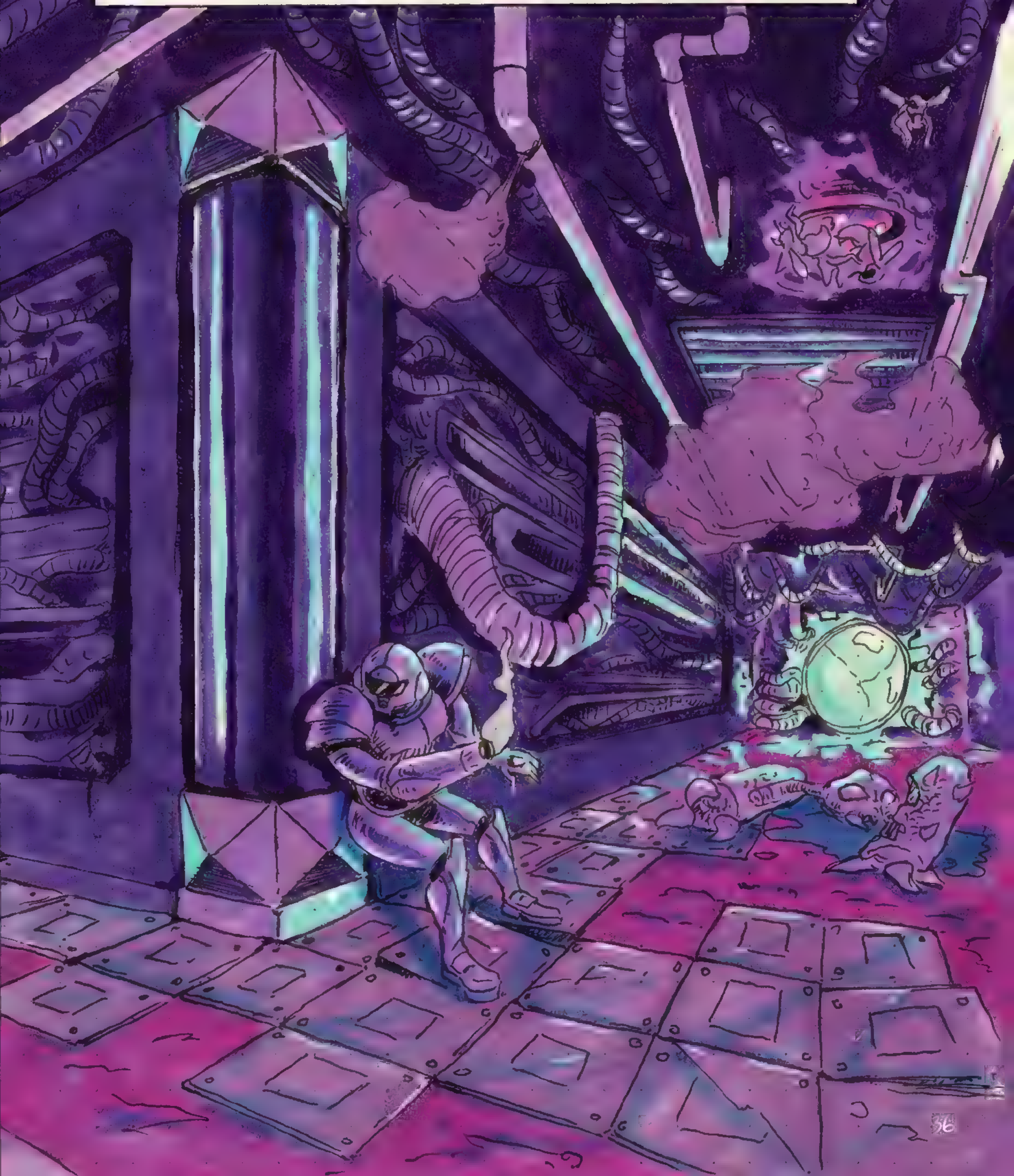


Feeling real good!
Half damage!

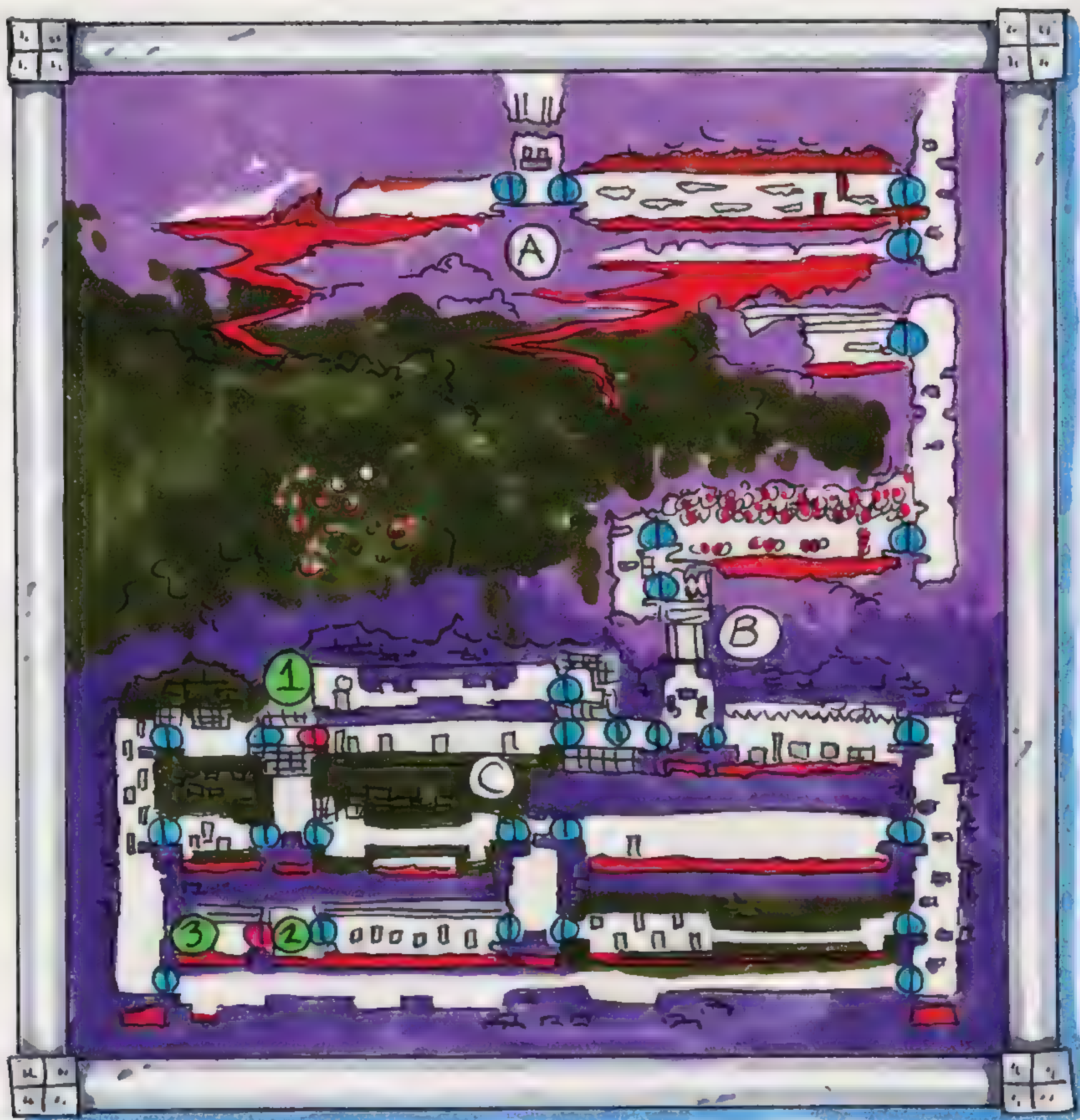
RIDLEY'S HIDEOUT



The pirates have gutted this lower portion of Norfair and have outfitted it as a base of operations. The area is powered with the magma of Norfair, as it's carefully guided throughout the twisting tubes that run between the metallic rooms.

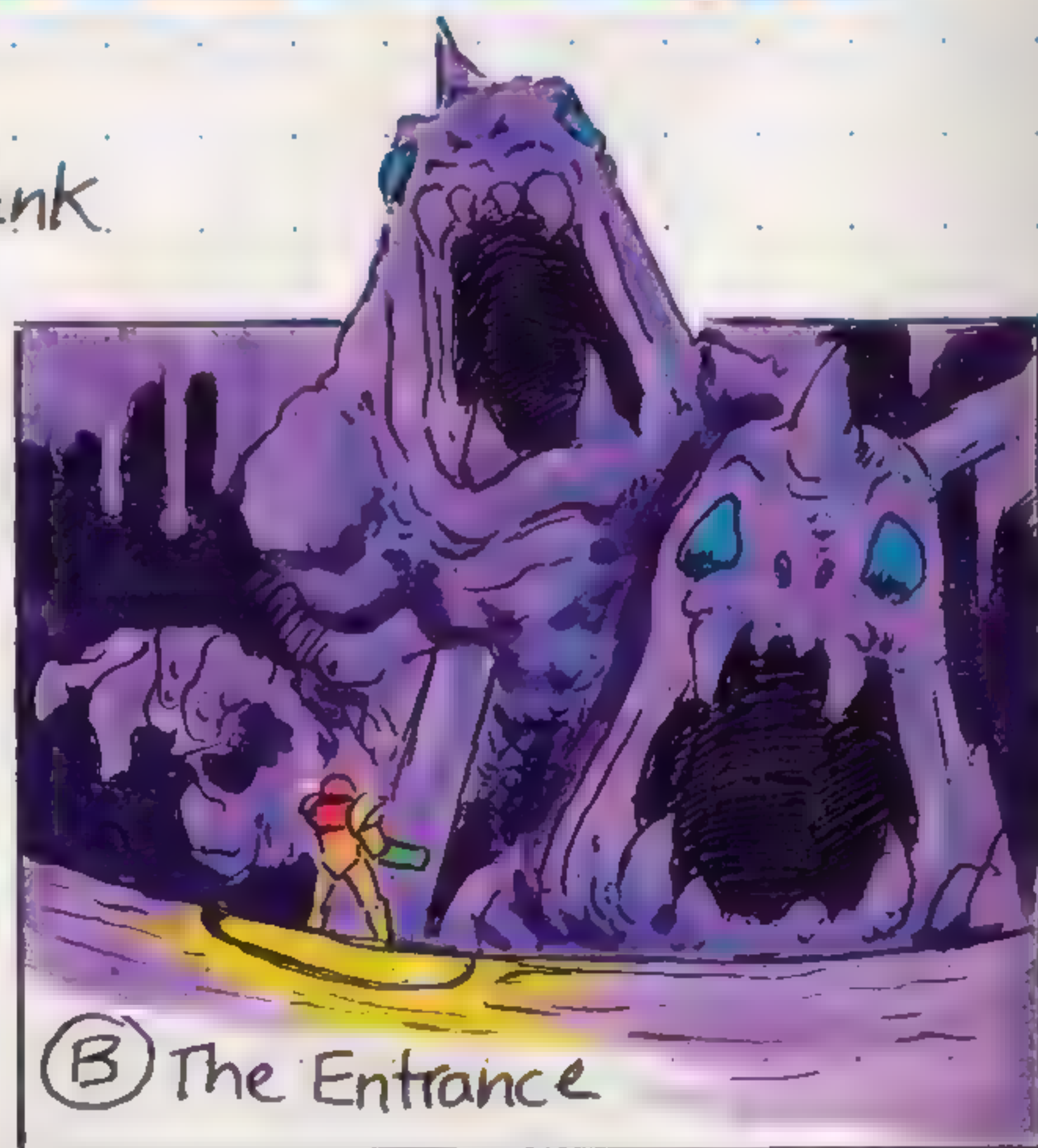
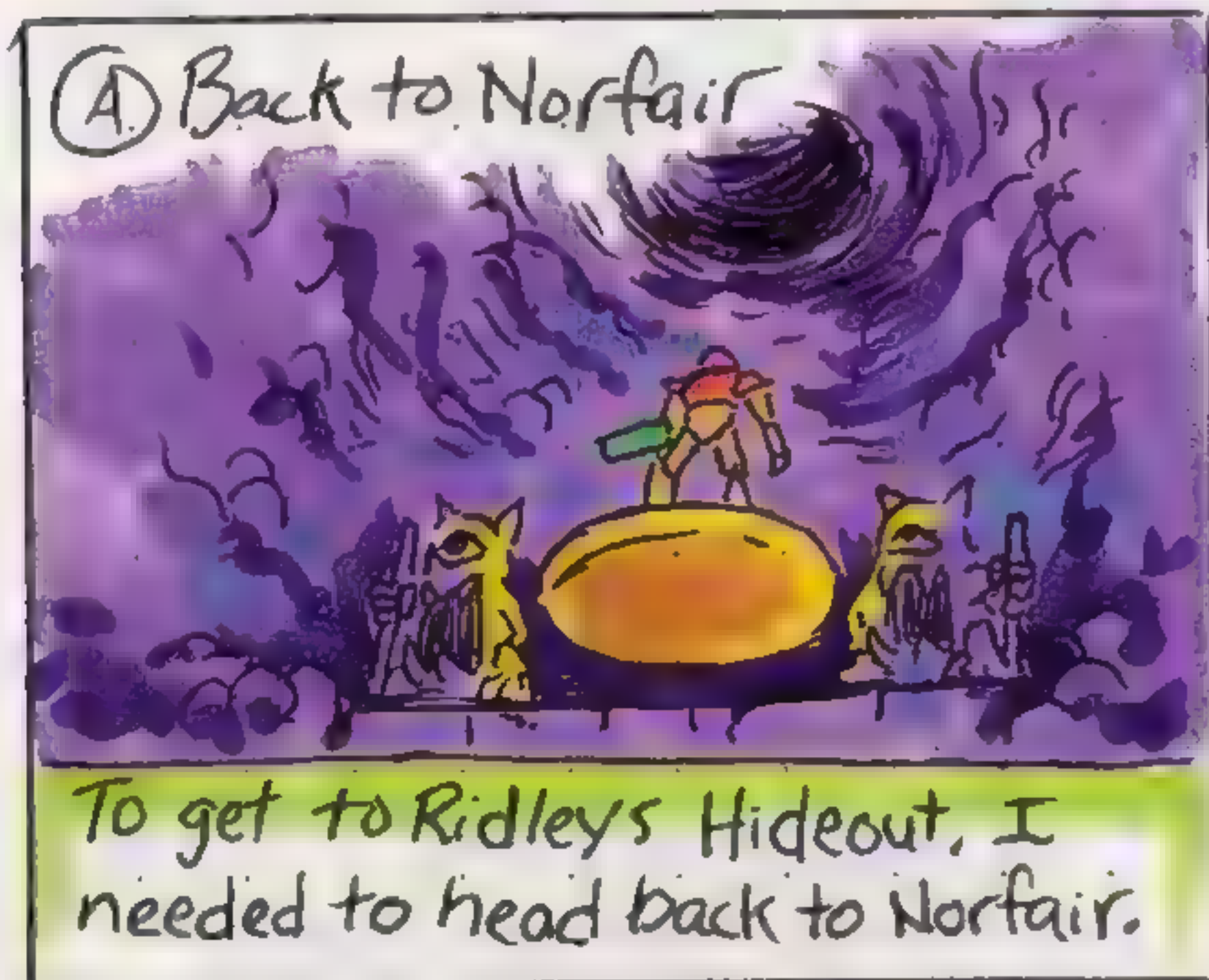


RIDLEY'S HIDE OUT

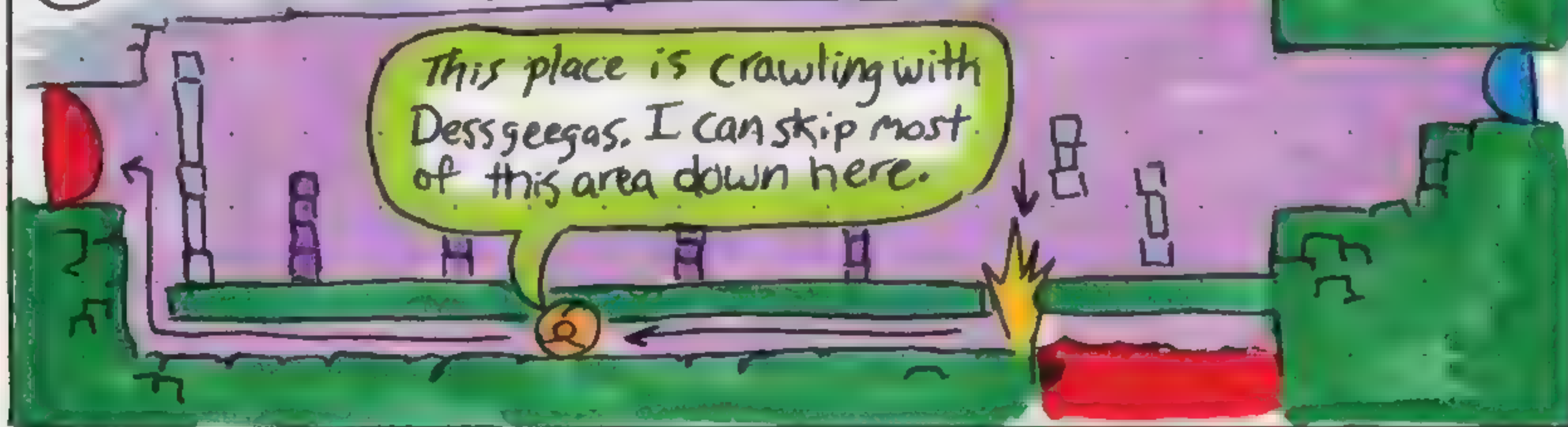


OBJECTIVES

- 1 E-Tank 2 Ridley 3 E-Tank



© Secret Passage

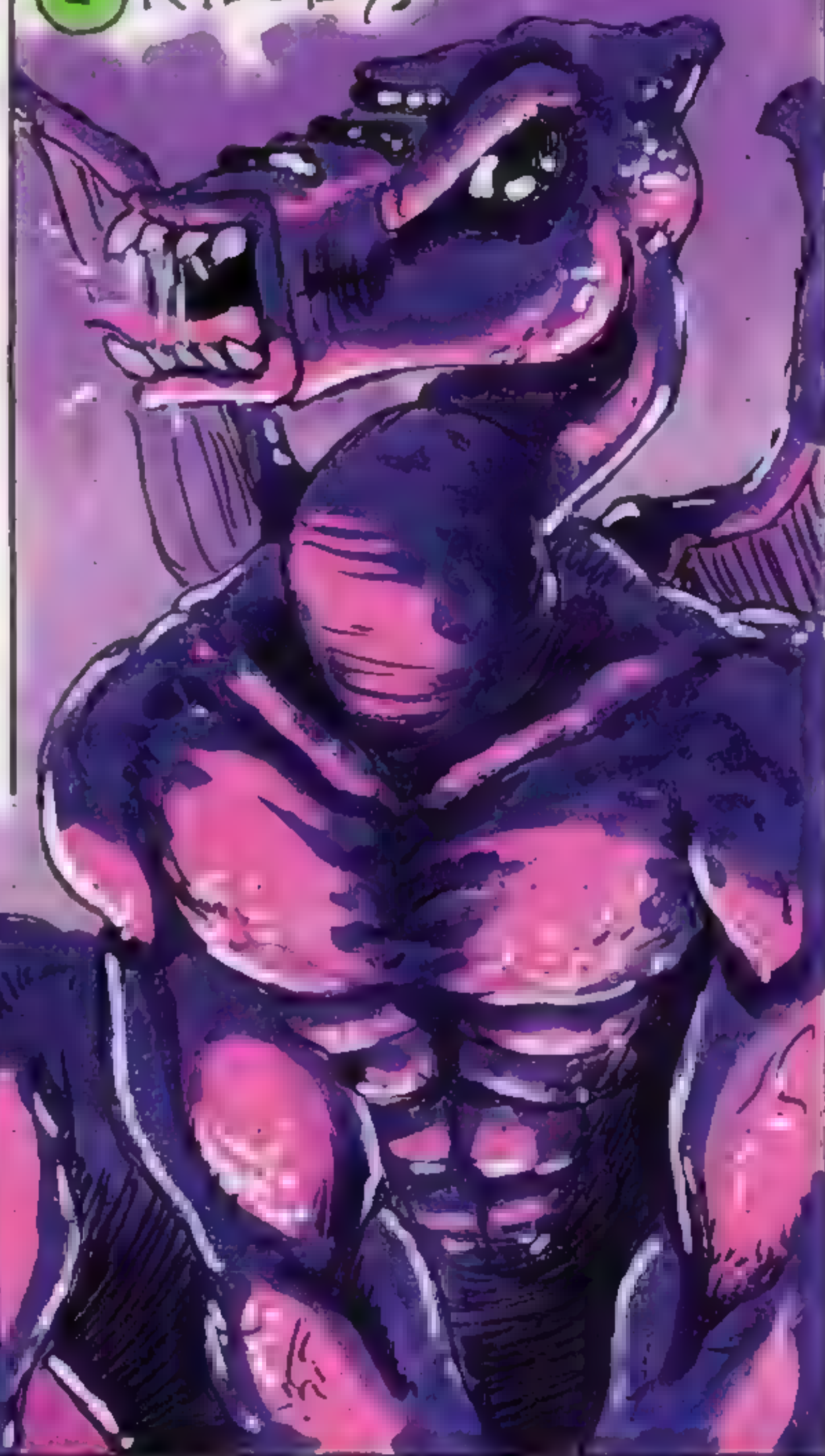


① E-Tank



There's a trap floor here. If I jump at this exact spot, I can make it over. After I get the E-Tank I can jump down the hole.

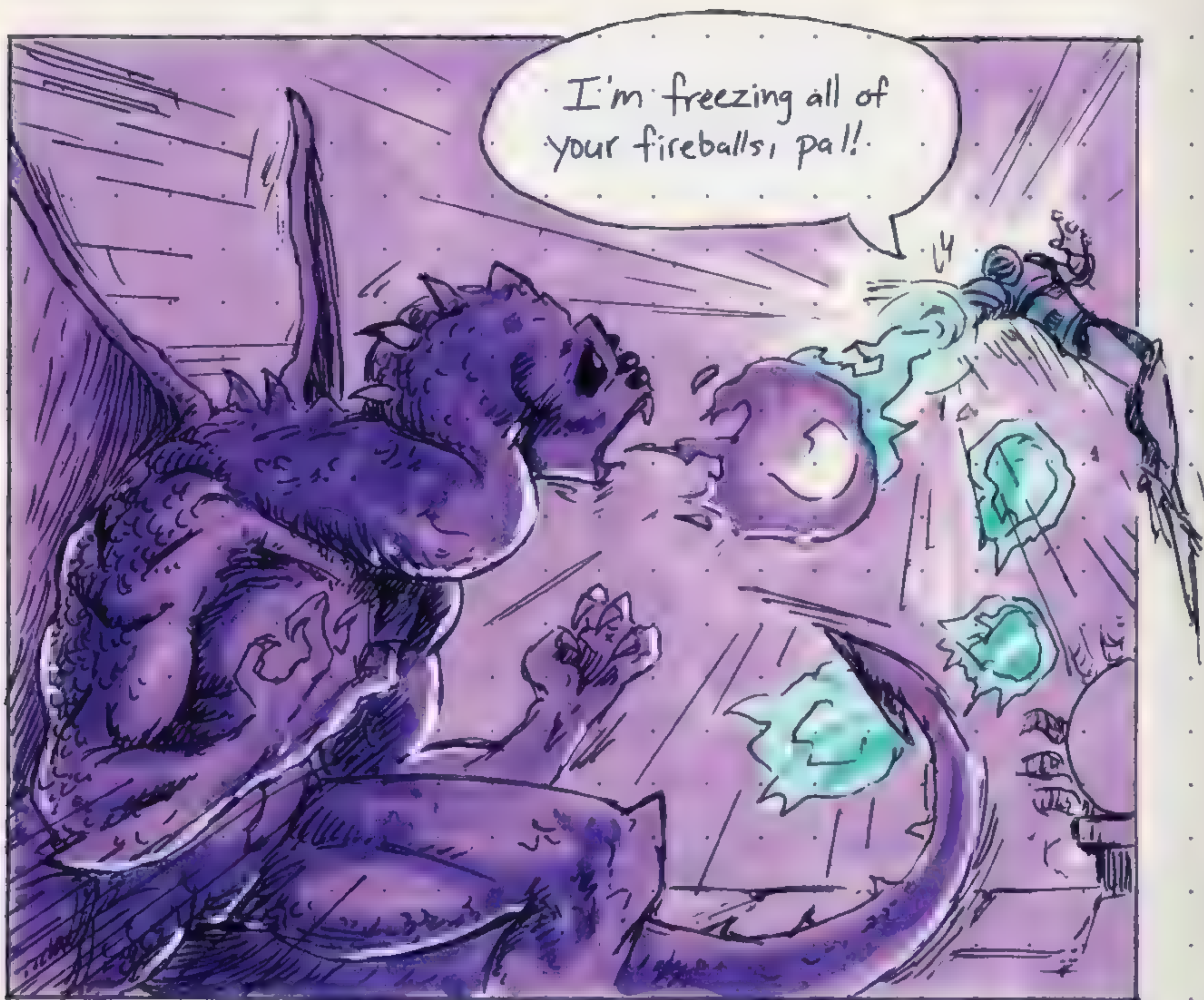
② RIDLEY!



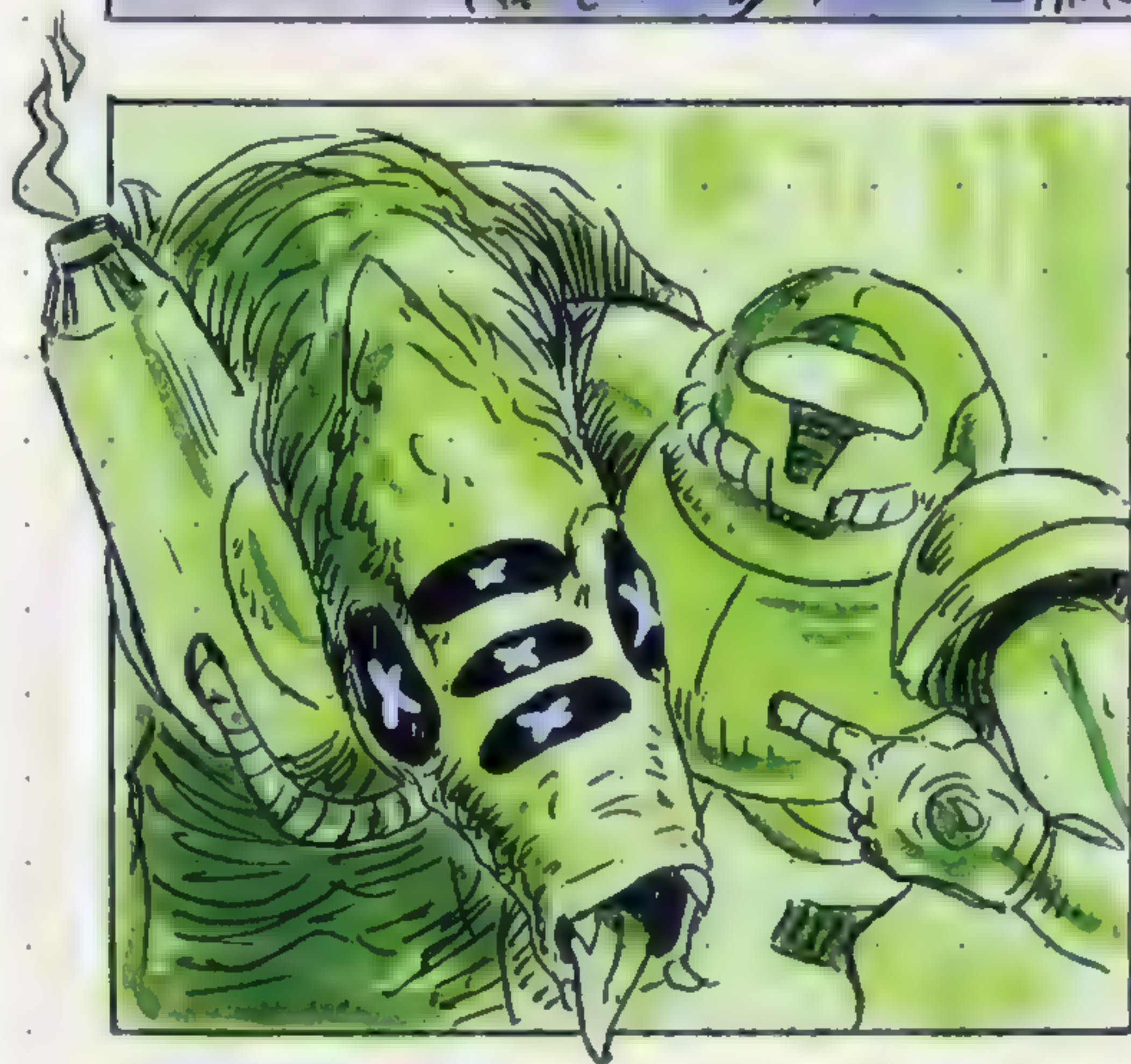
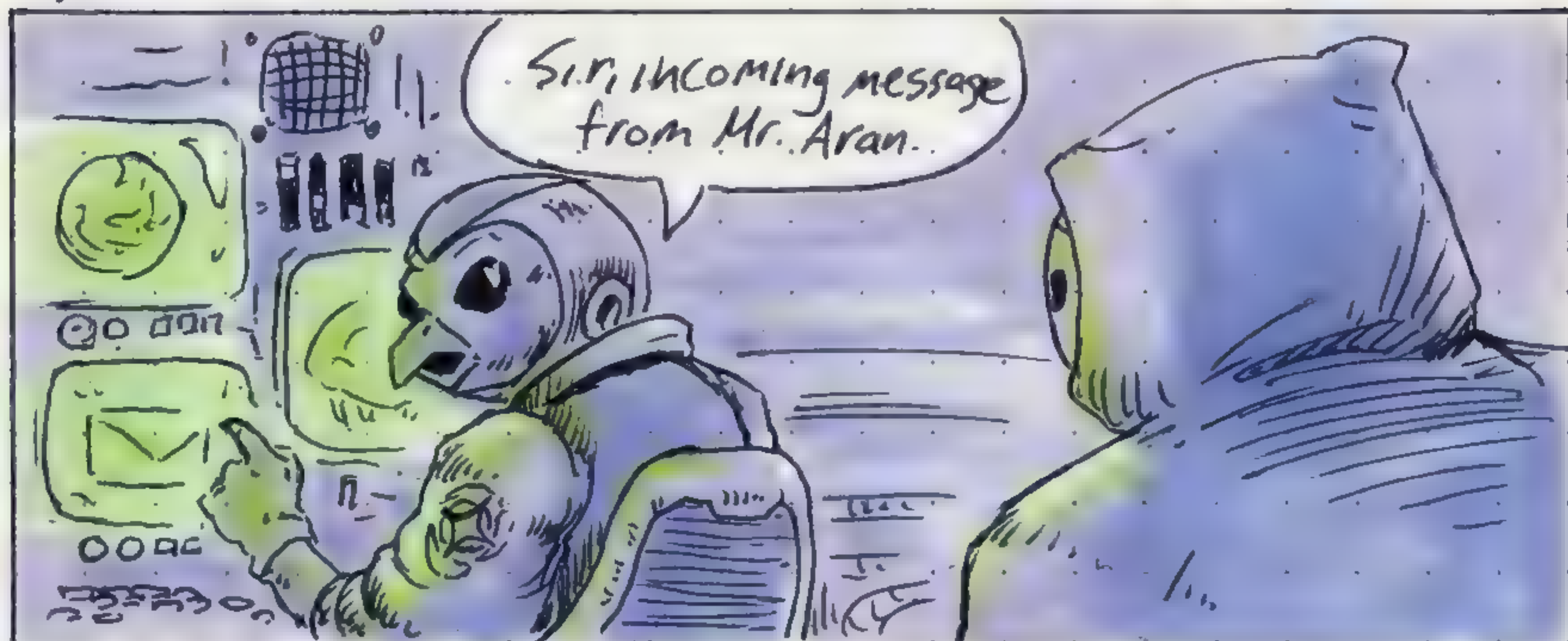
The showdown with the first Pirate Boss! Tips to defeat Ridley on the next page.

③ E-Tank





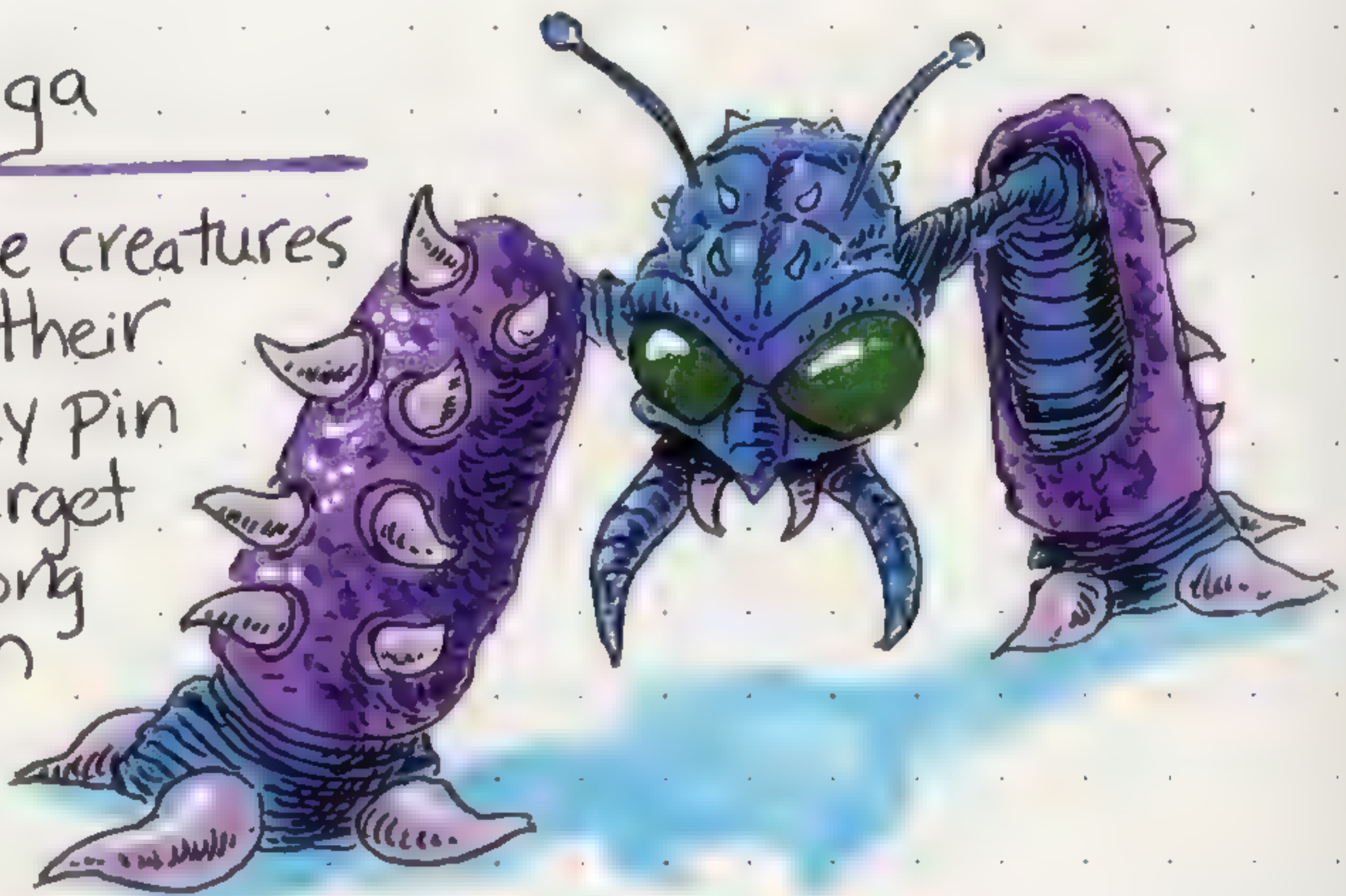
MEANWHILE AT THE GALACTIC FEDERATION STARSHIP



■ RIDLEY'S HIDEOUT WILDLIFE

Dessgeega

Large, aggressive creatures that leap onto their prey. Once they pin down their target with their strong legs, they begin to eat with their long pincers.



Viola

Multiviola larva. They're still engulfed in flame at a young age, but do not have the ability to propel themselves.

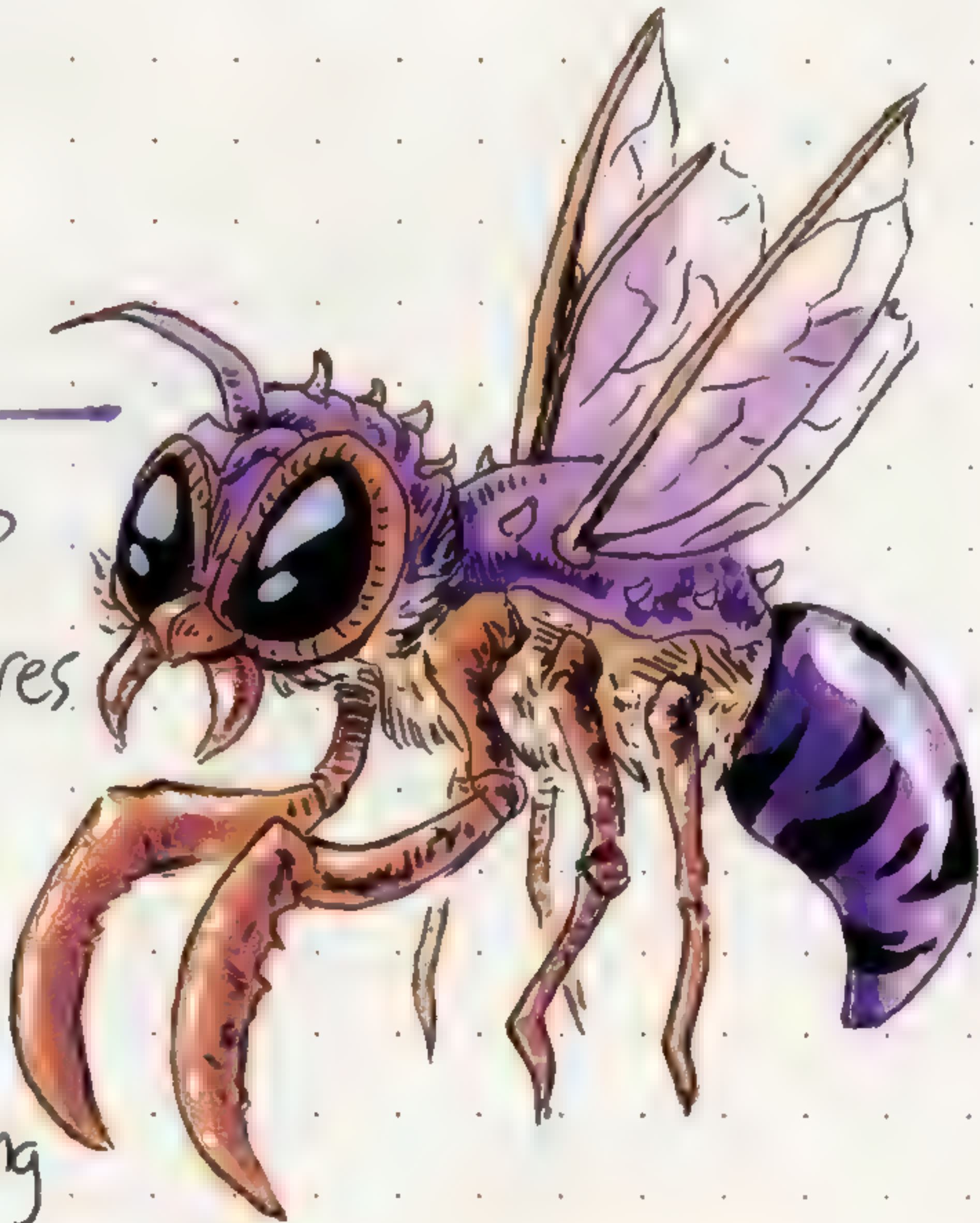


Holtz

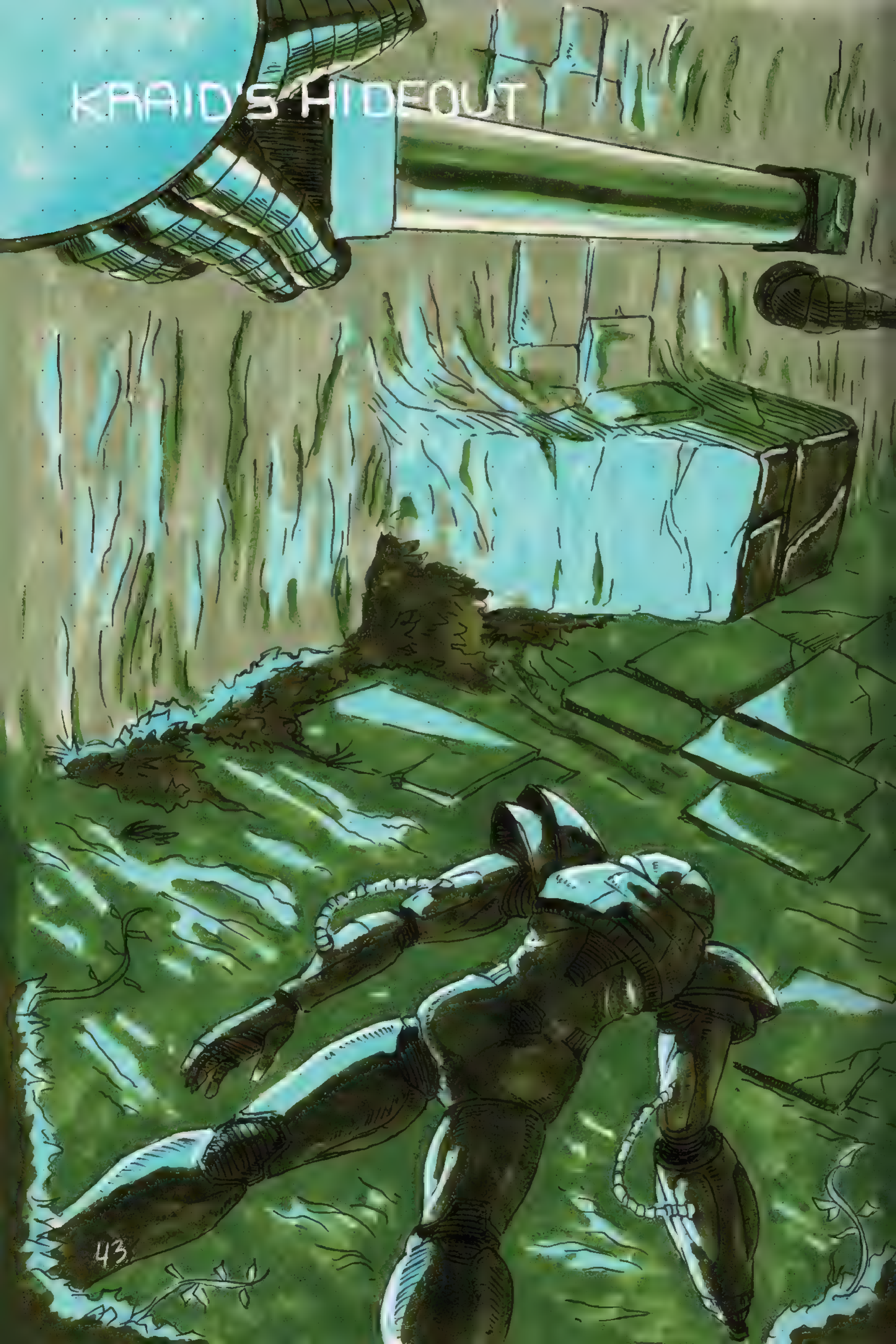
Magma-powered, armor-plated creatures that tend to hover up toward the ceiling. They will descend upon anything that they feel is a threat.

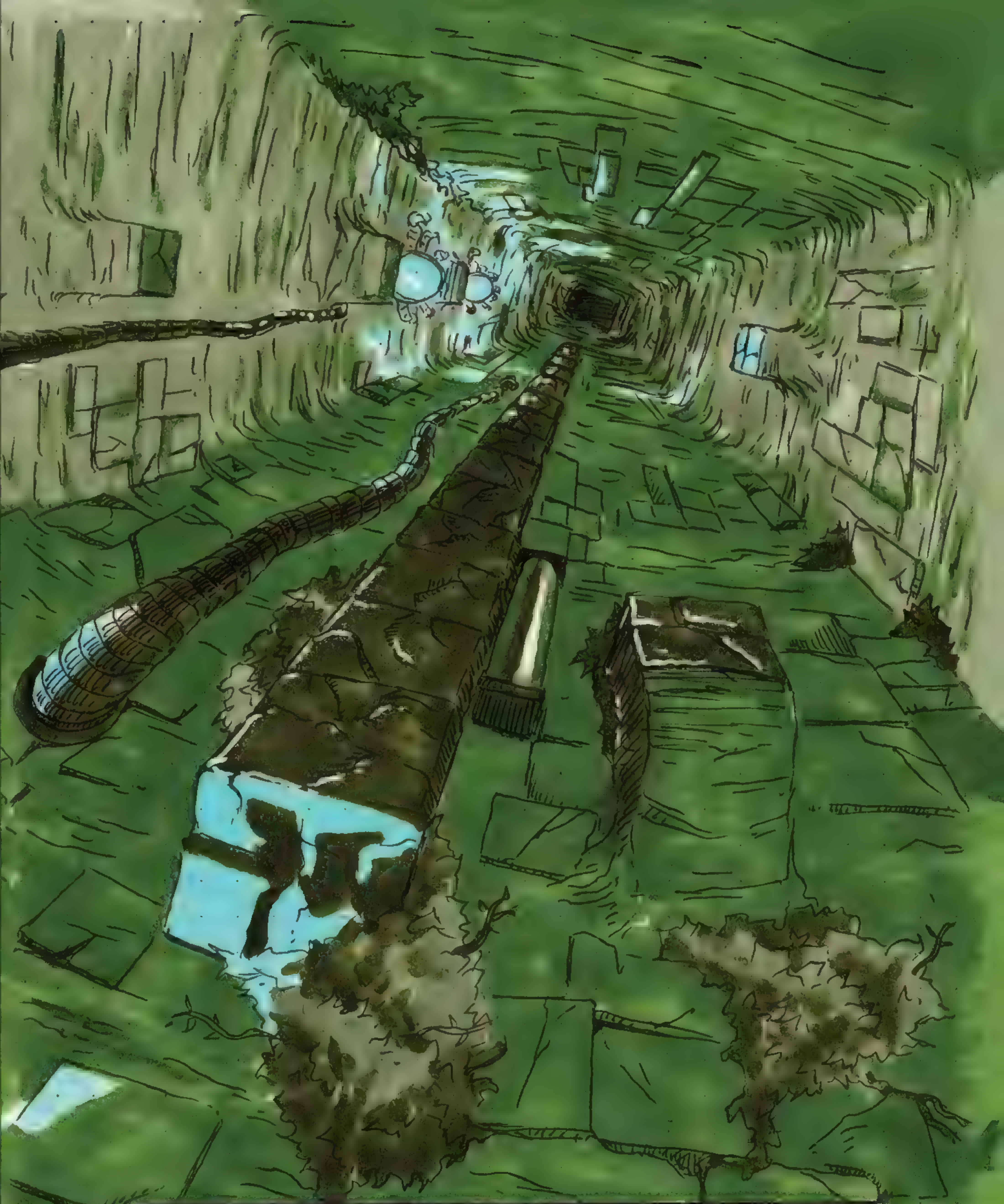
Zebbos

Similar to the Zeb and Gamet before them, these creatures have infested the ducts of Ridley's Hideout. They work together to protect their hive from incoming intruders.



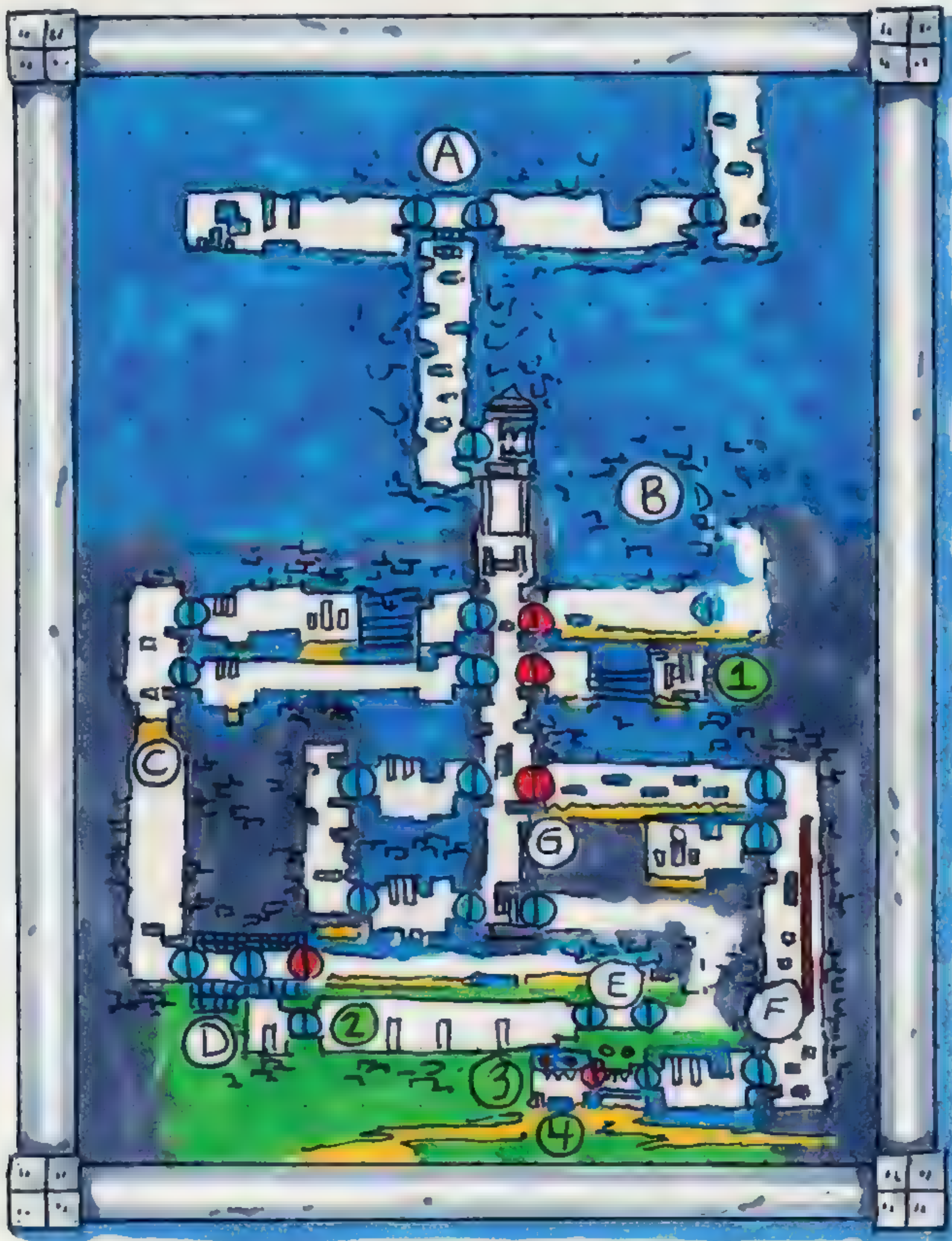
KRAID'S HIDEOUT





Cold and damp. The musky smell reminds me of an old leaky building after a long day of rain. There is an eerie, dead feeling here that makes me feel uncomfortable.

KRAID'S HIDEOUT

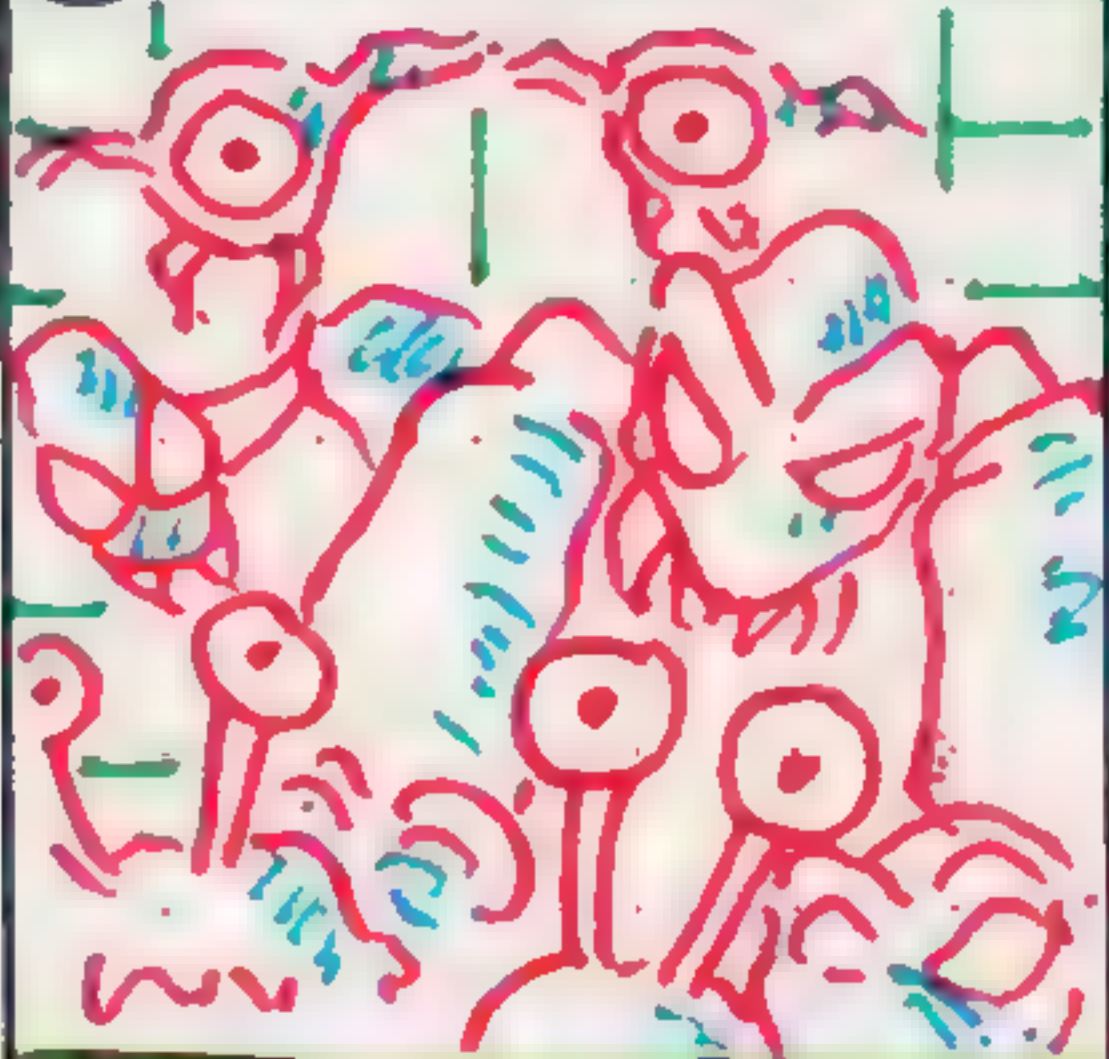


OBJECTIVES

- ① E-Tank
- ② Fake Kraid
- ③ Kraid
- ④ E-Tank

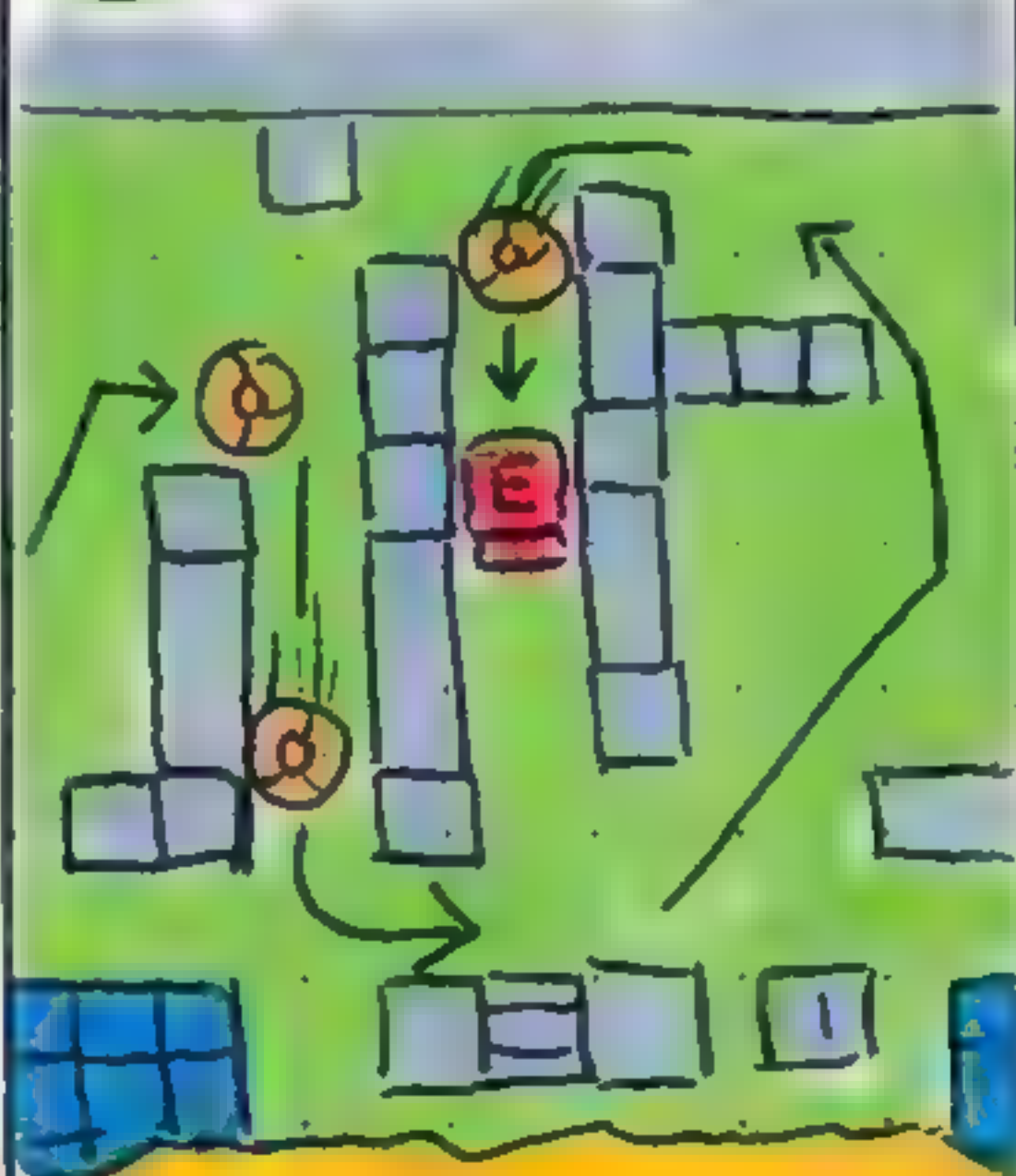


② Don't Bother



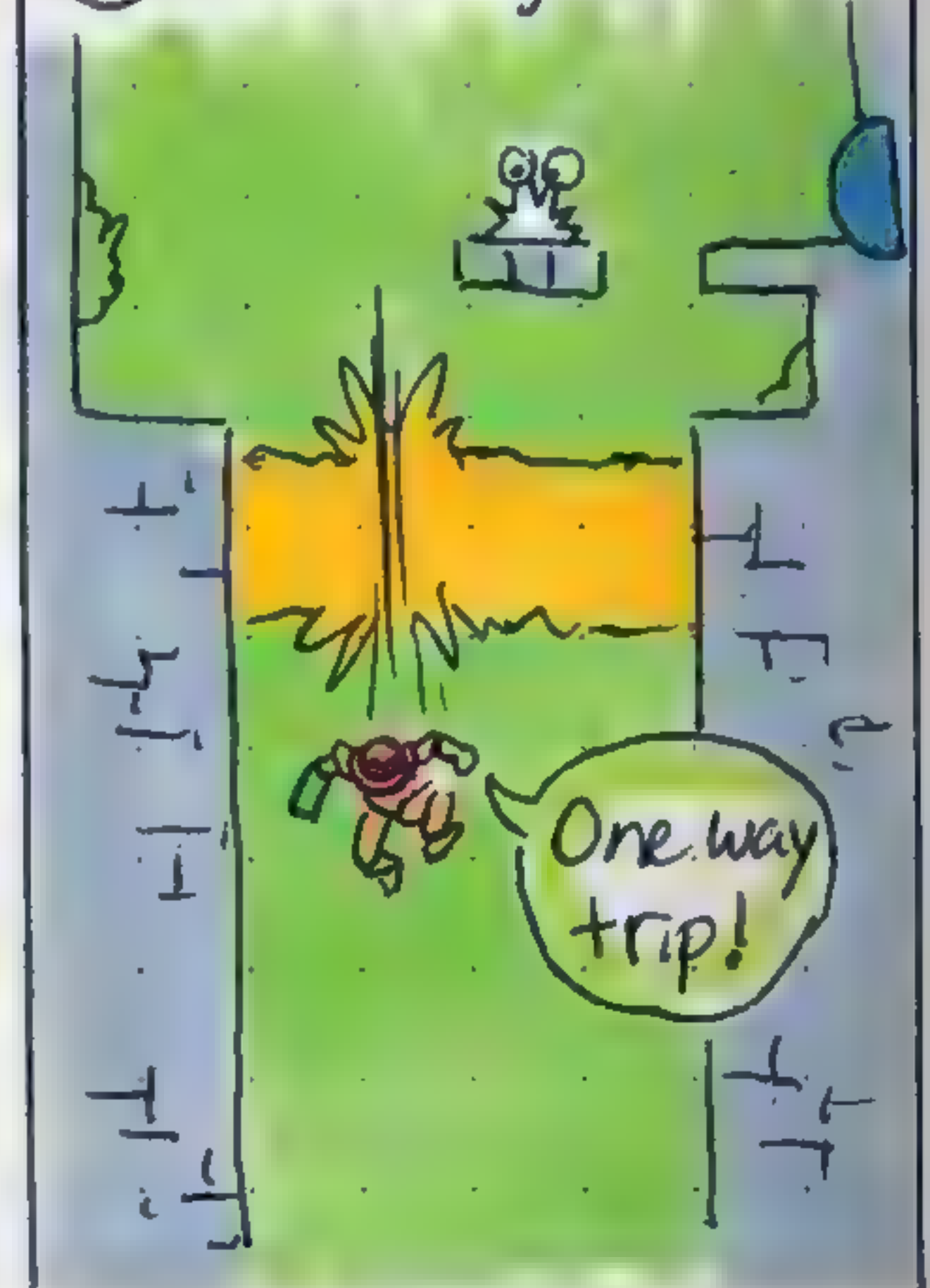
My scanners show a series of complicated rooms full of creatures but no signs of anything useful. Skip it.

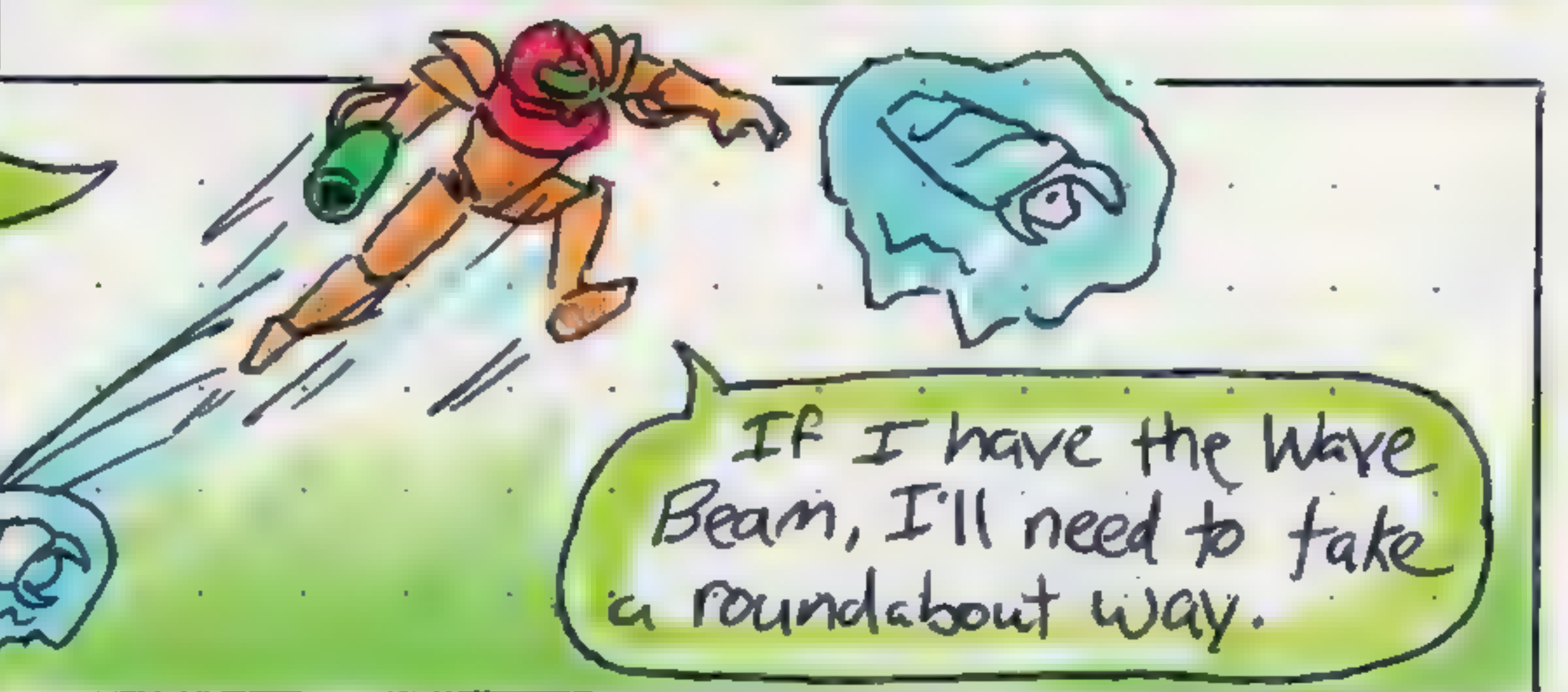
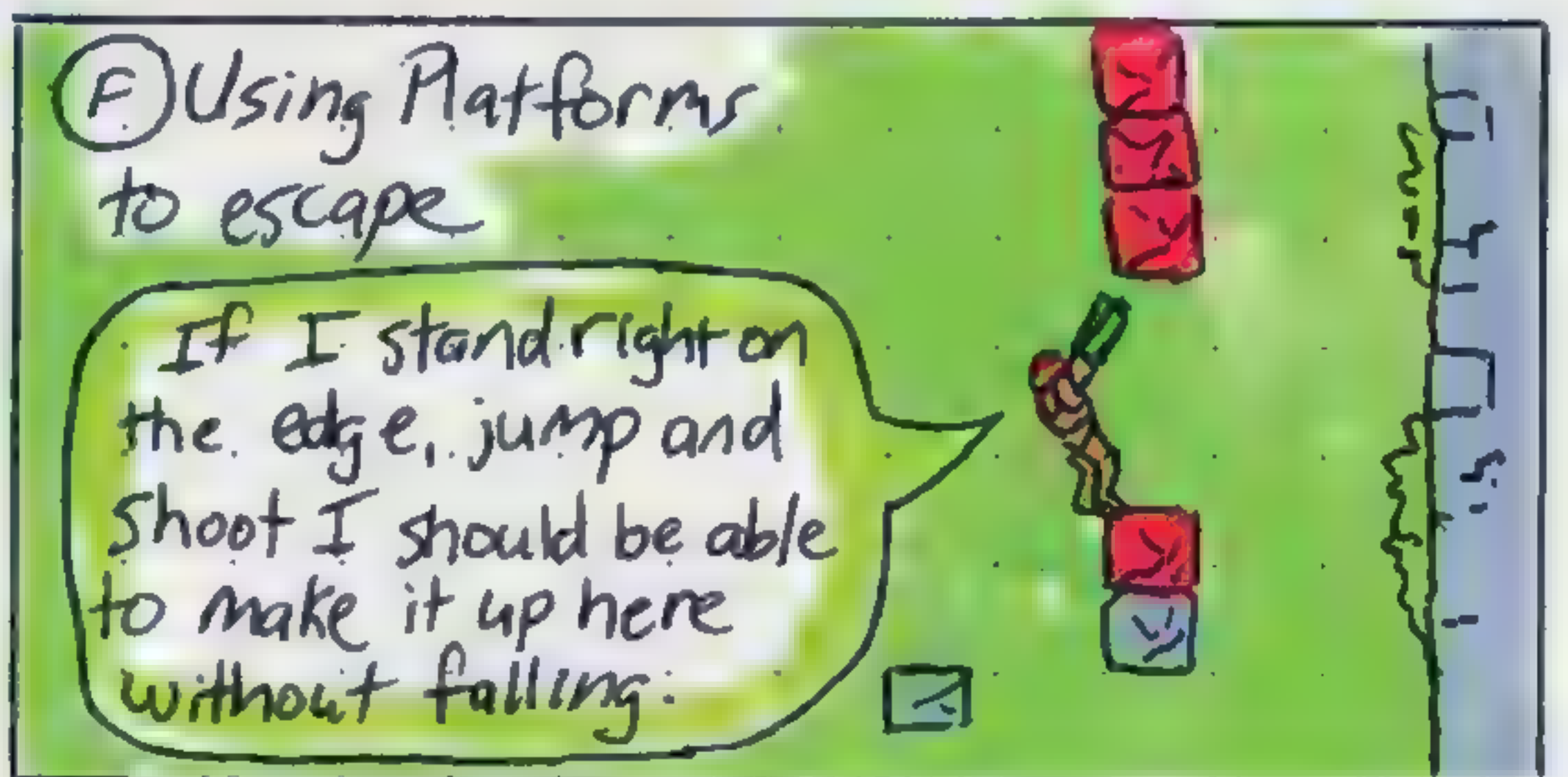
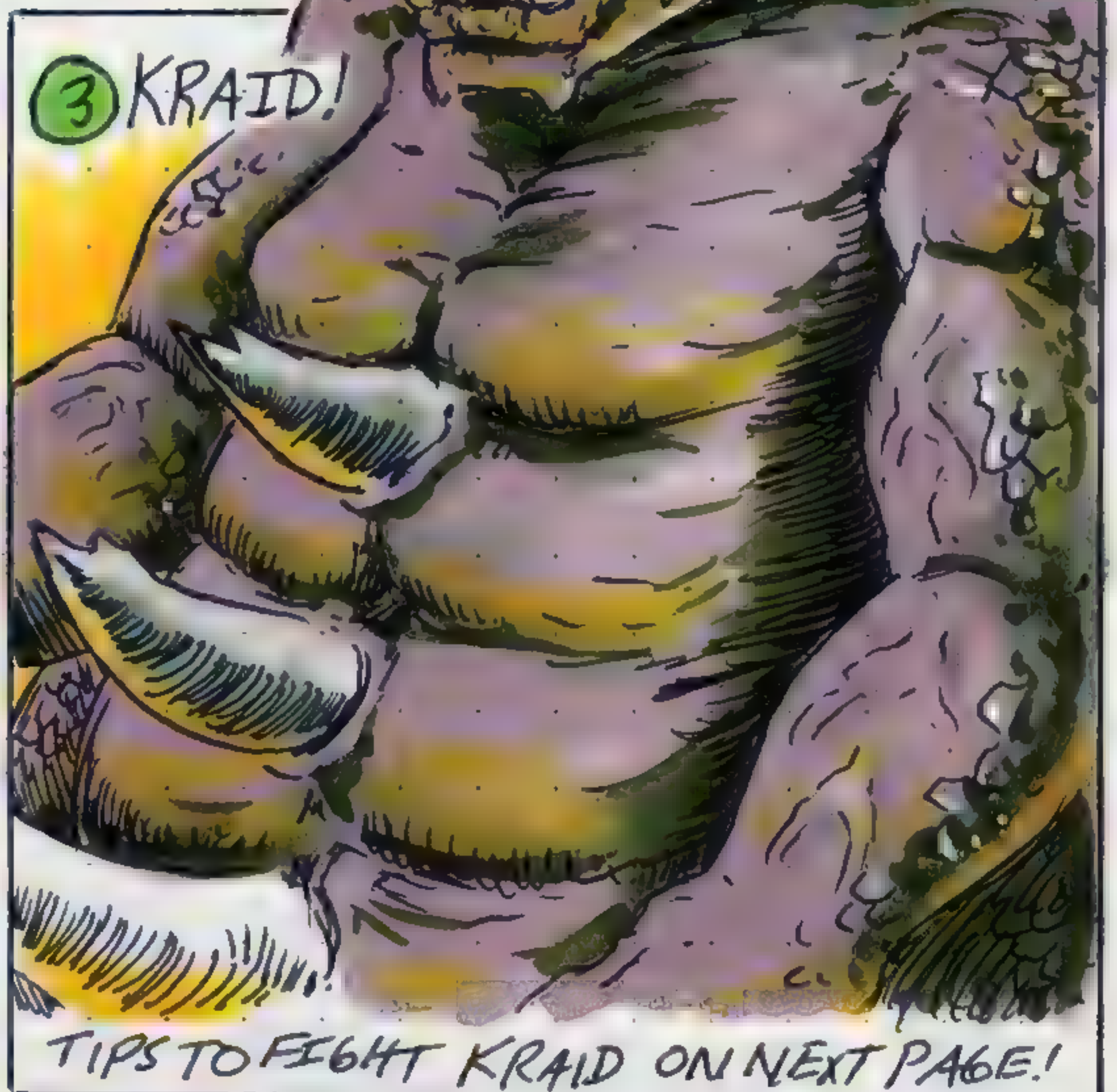
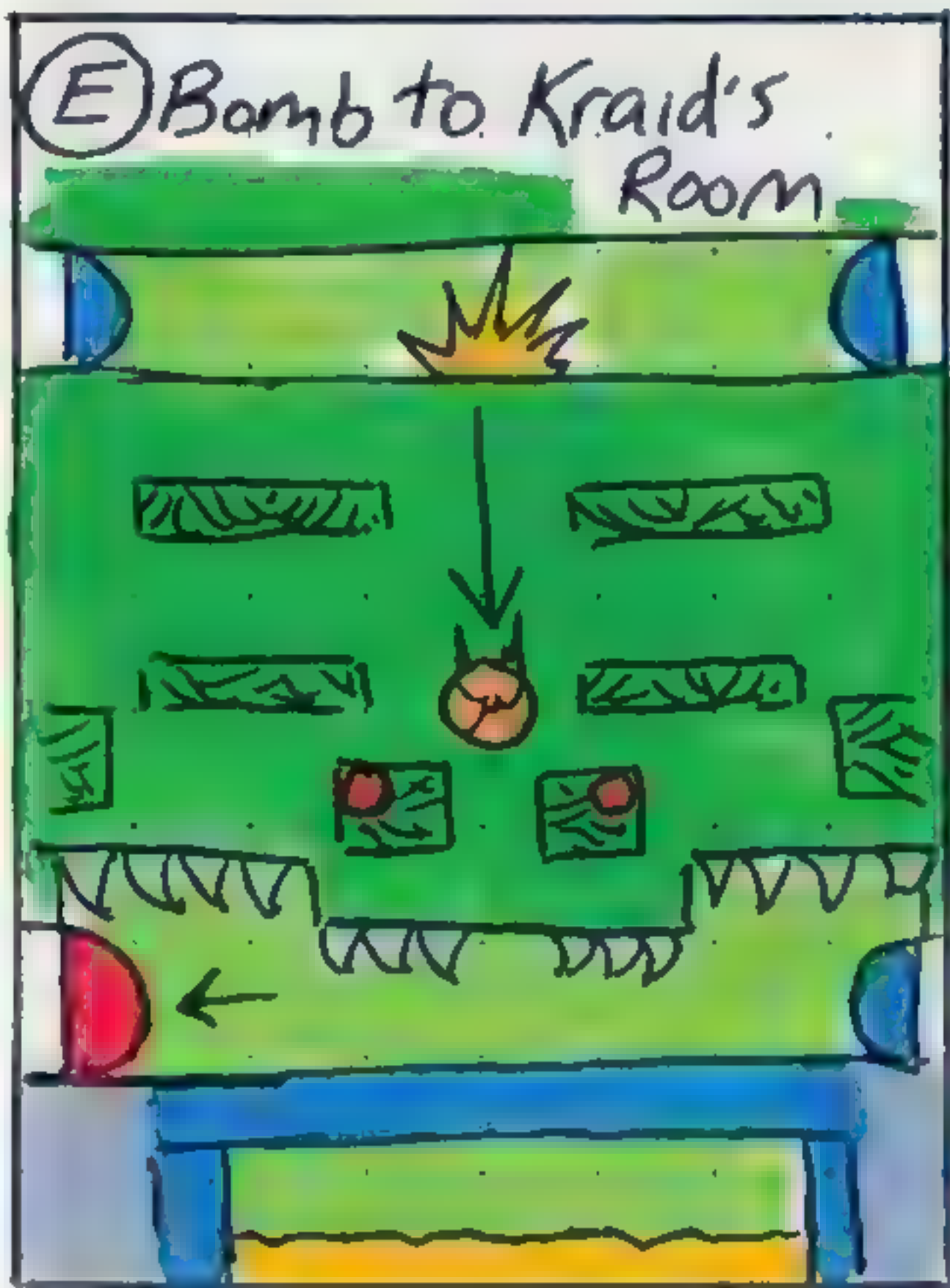
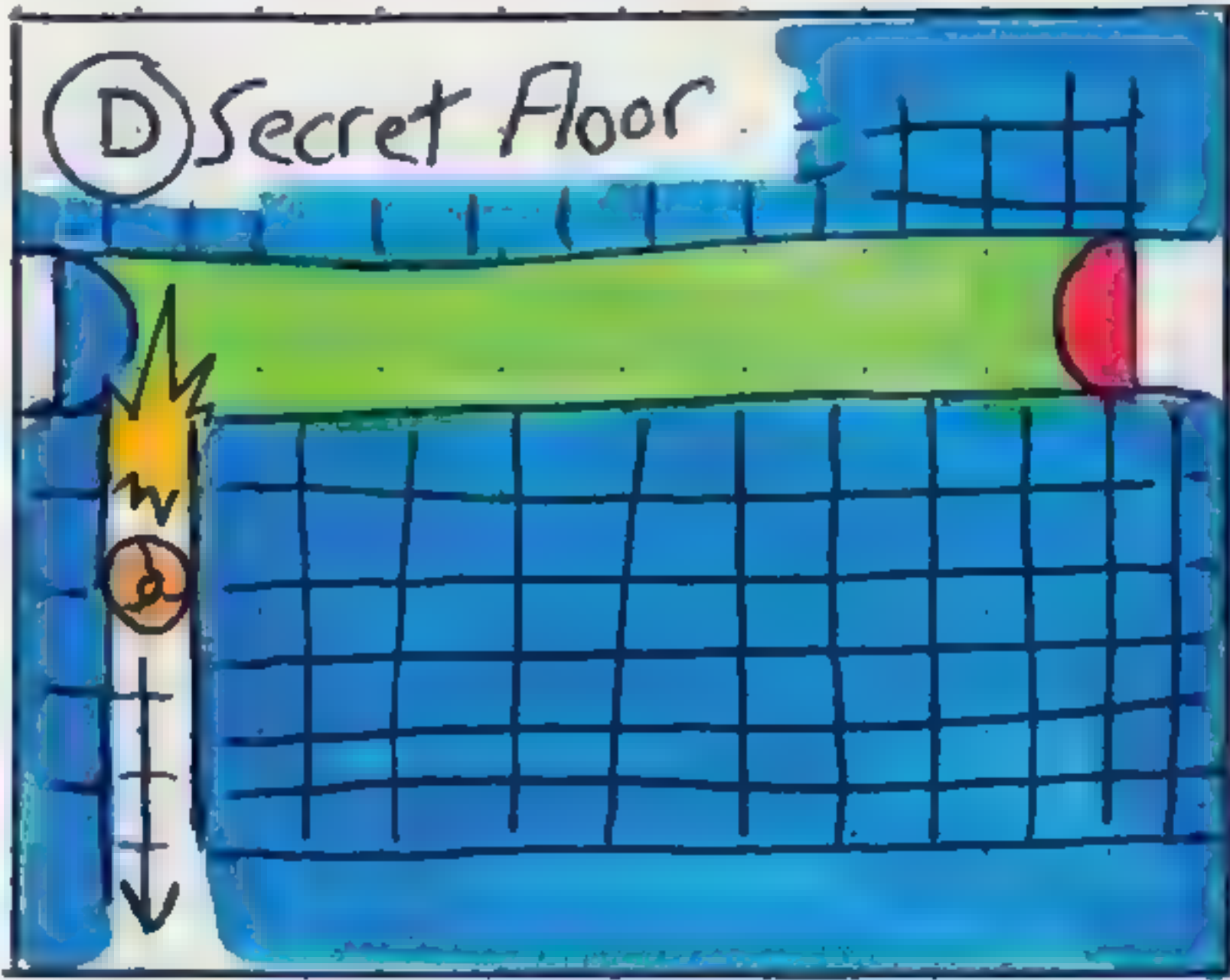
① E-Tank

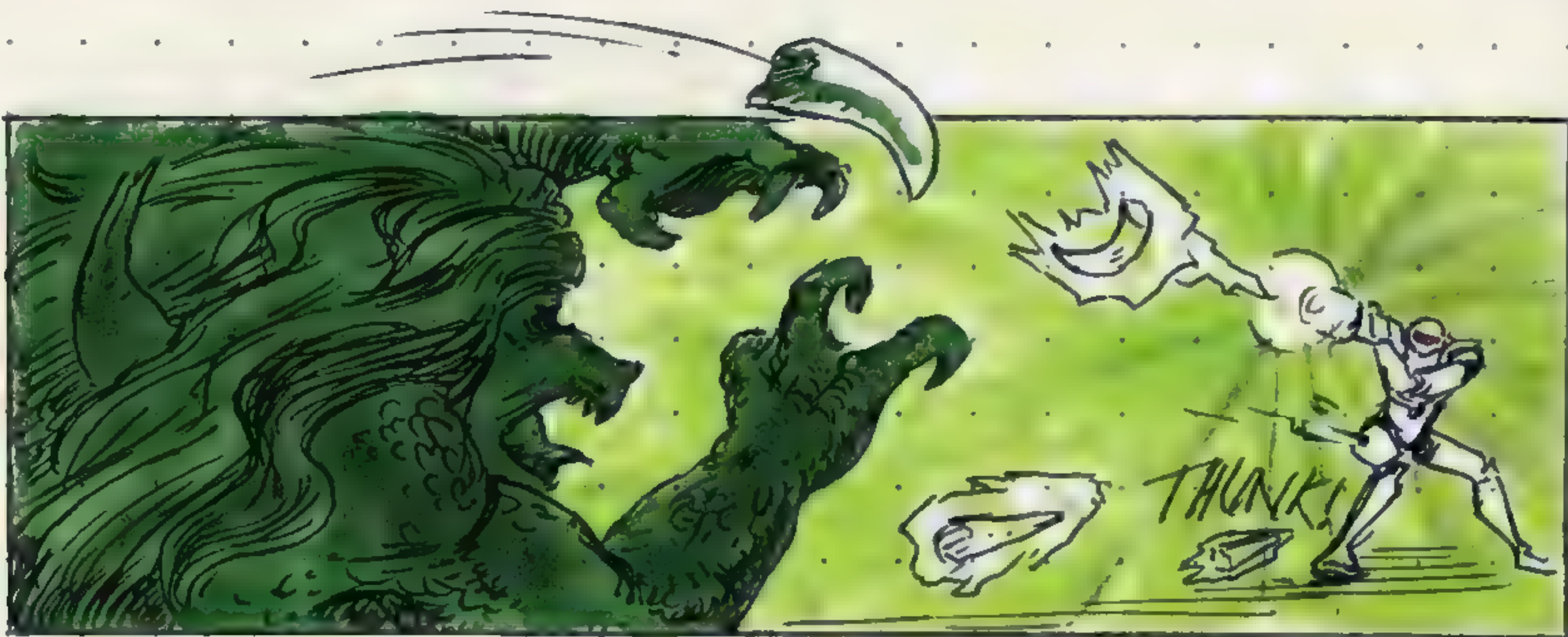


Use the Morph Ball to solve this one.

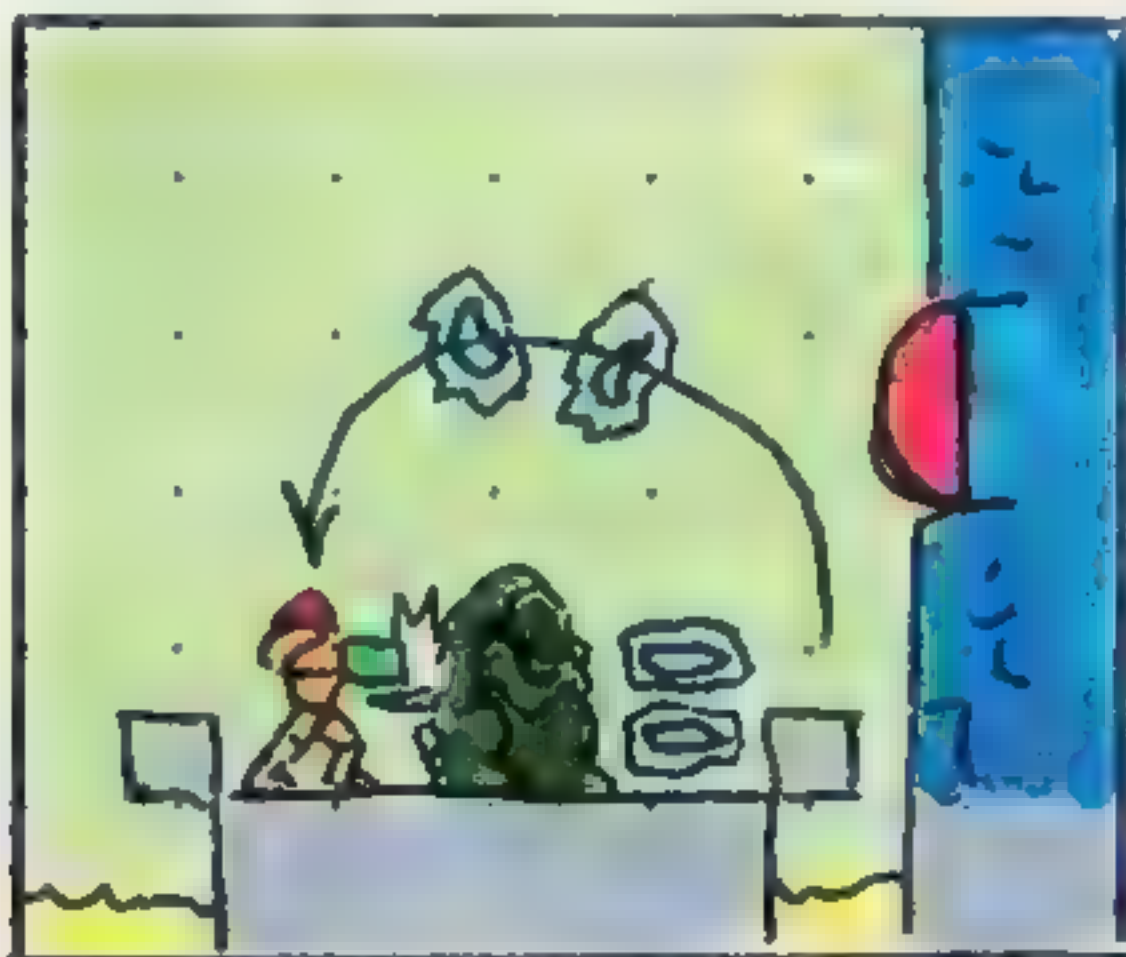
③ Fake Magma



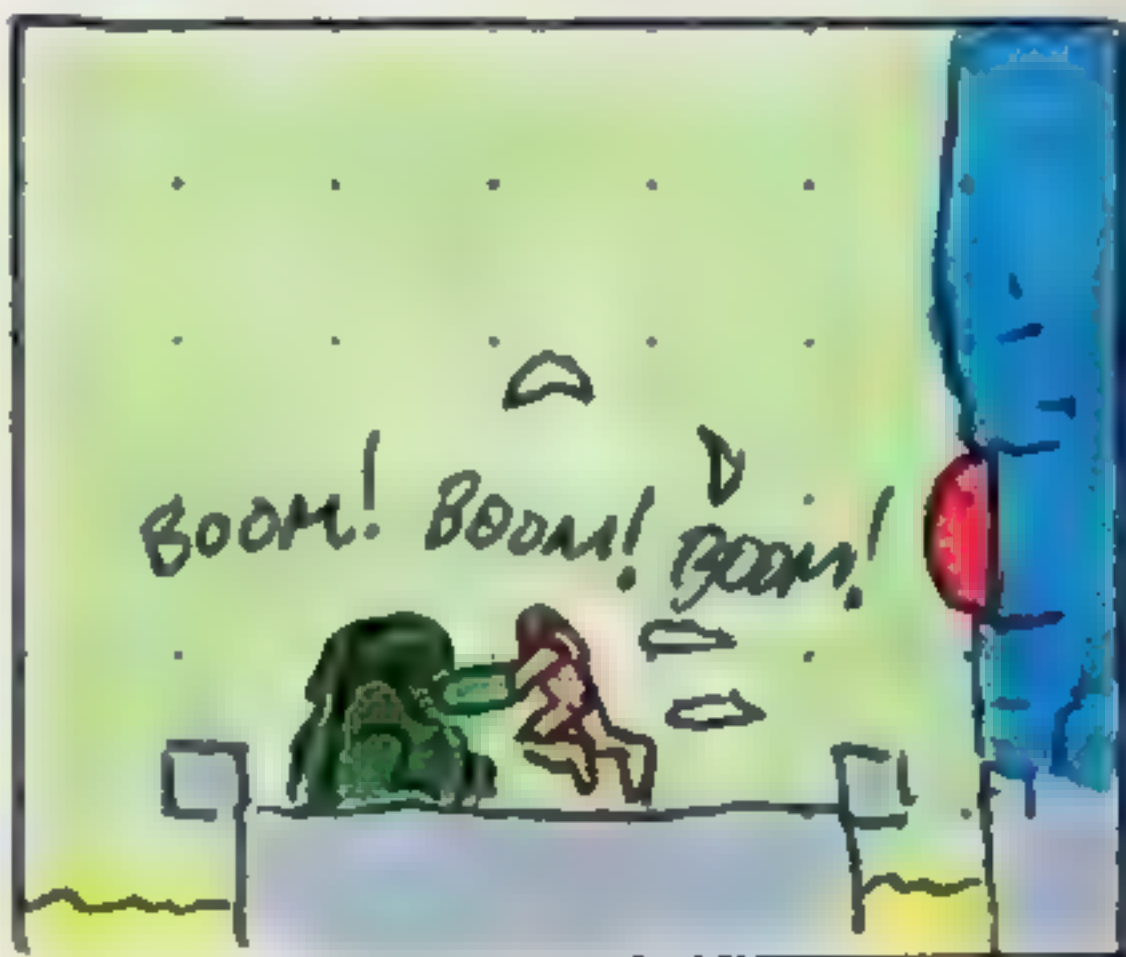


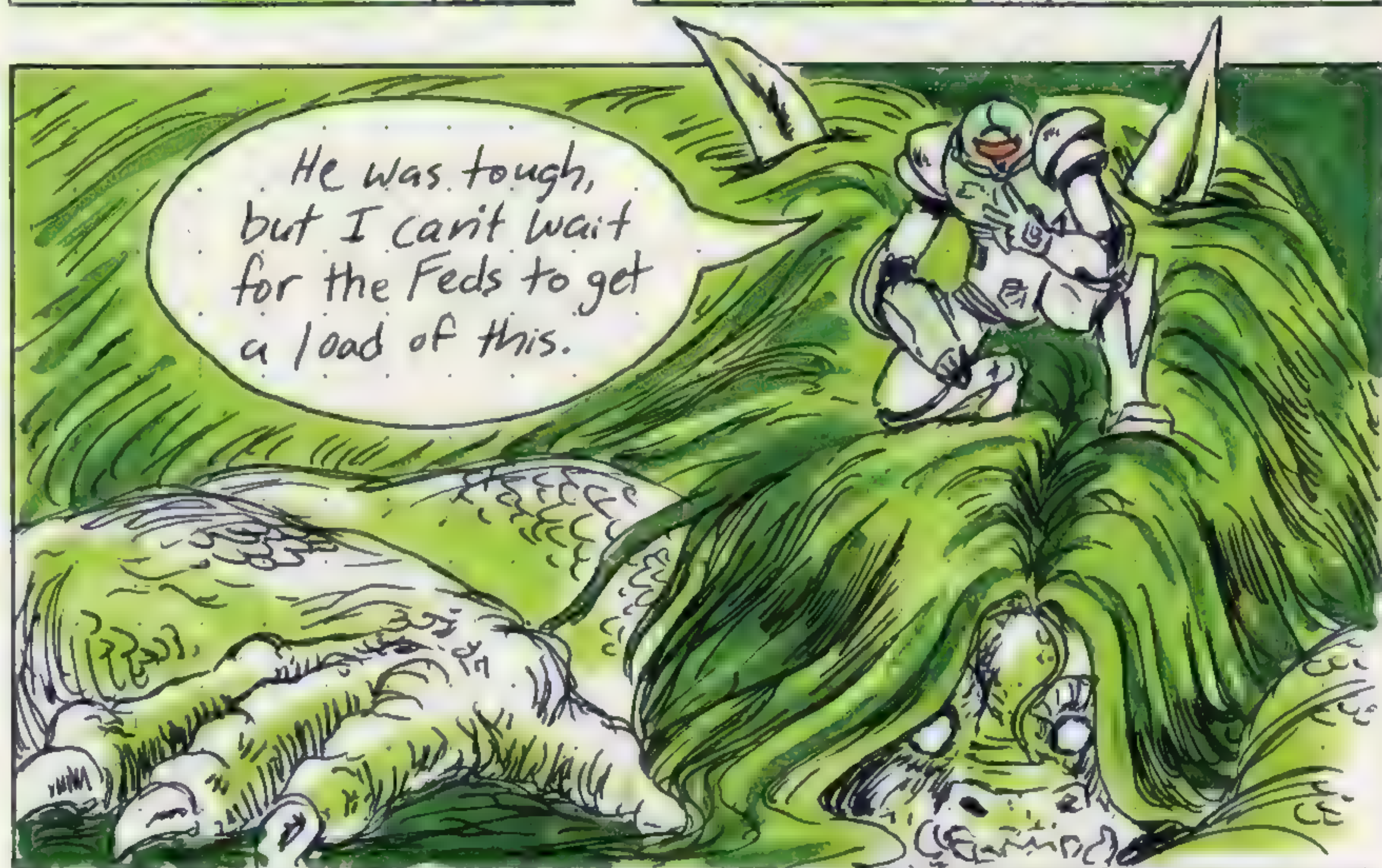
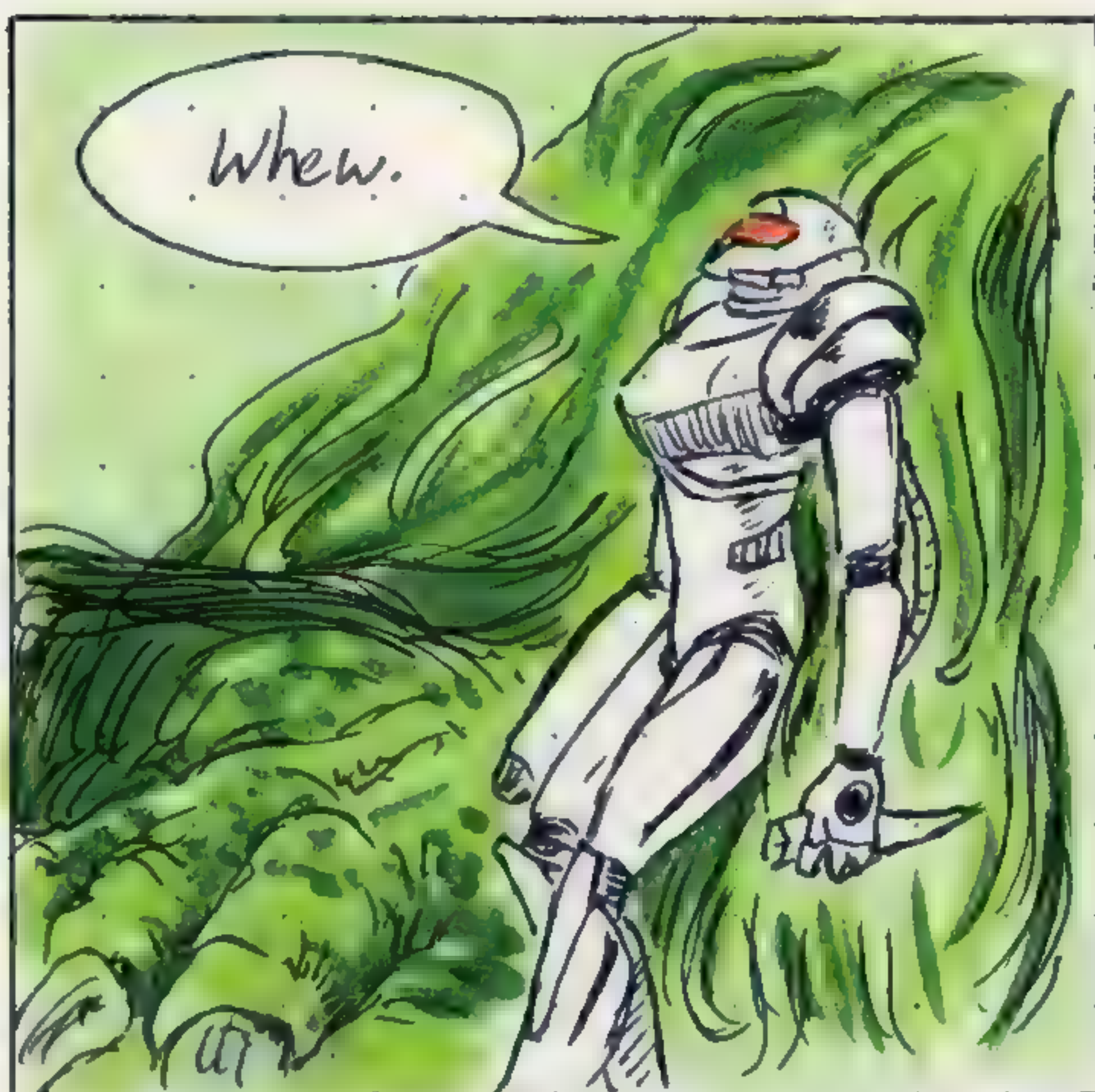
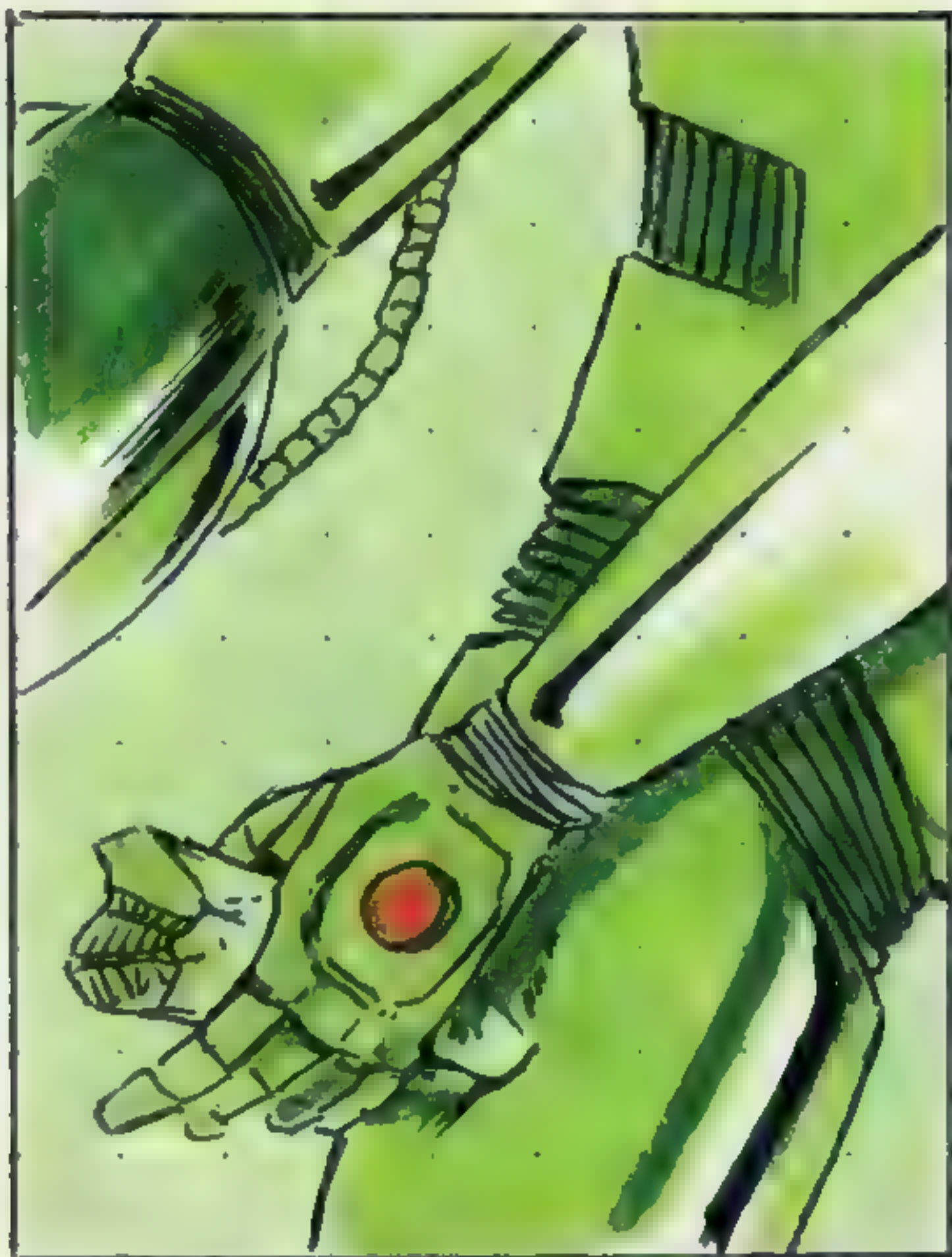


ICE BEAM APPROACH — OR — BRUTE FORCE IT



With the Ice Beam, freeze Kraid's projectiles, jump over him & load him up with missiles. Lots of health or no Ice Beam? Just shove missiles right into Kraid's face.





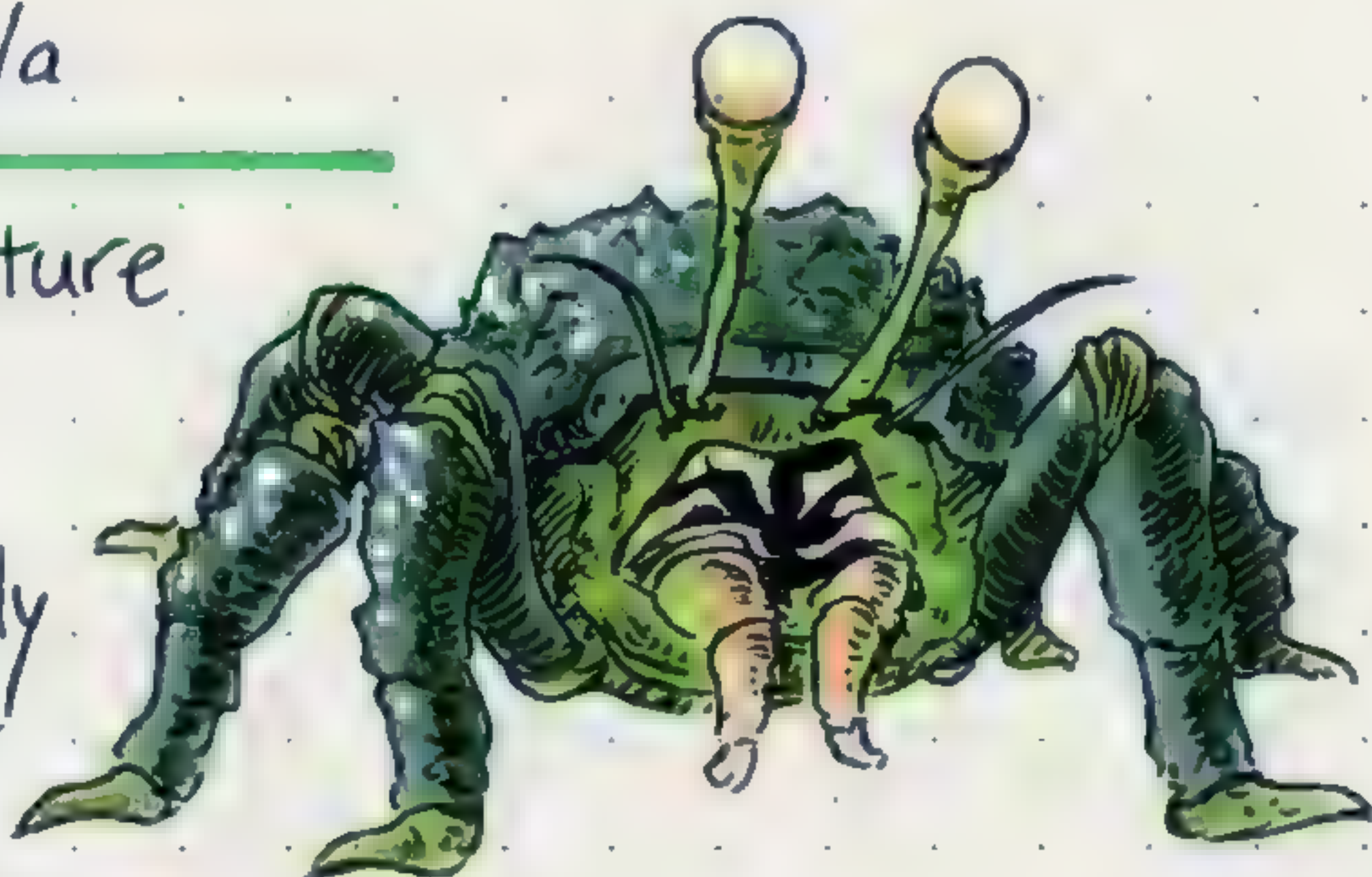
I've also maxed out my E-Tanks. I can only hold 6 at once. The other remaining tanks will just refill my health.



▣ KRAID'S HIDEOUT WILDLIFE

Zeela

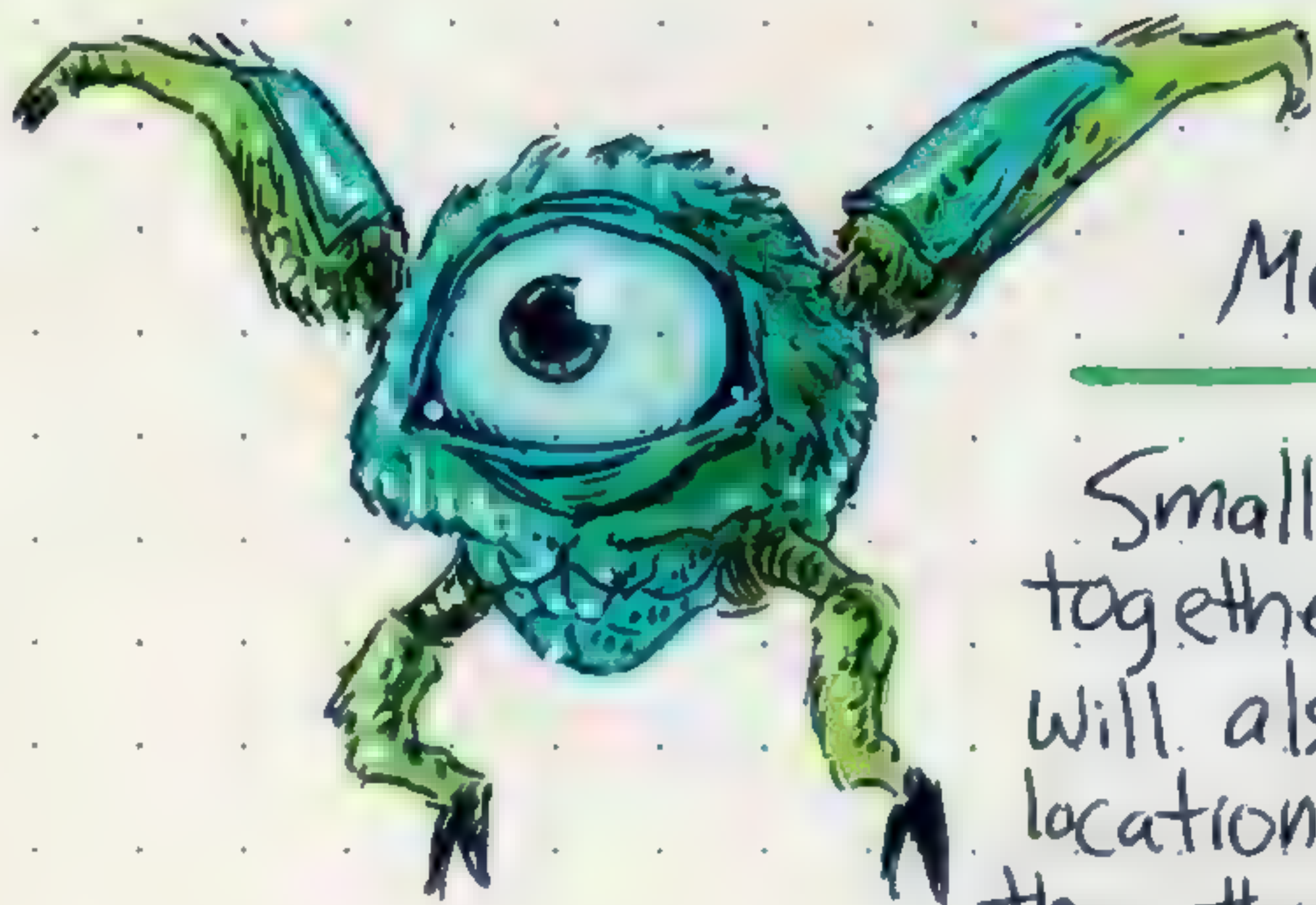
A crab-like creature with two large protruding eyes. They're relatively harmless, but are often found in tight spaces where they need to be cleared out.



Geega

More creatures with a strong affinity for Zebes' duct system. They feast on mold, which can be found in great abundance in this lair.





Memu

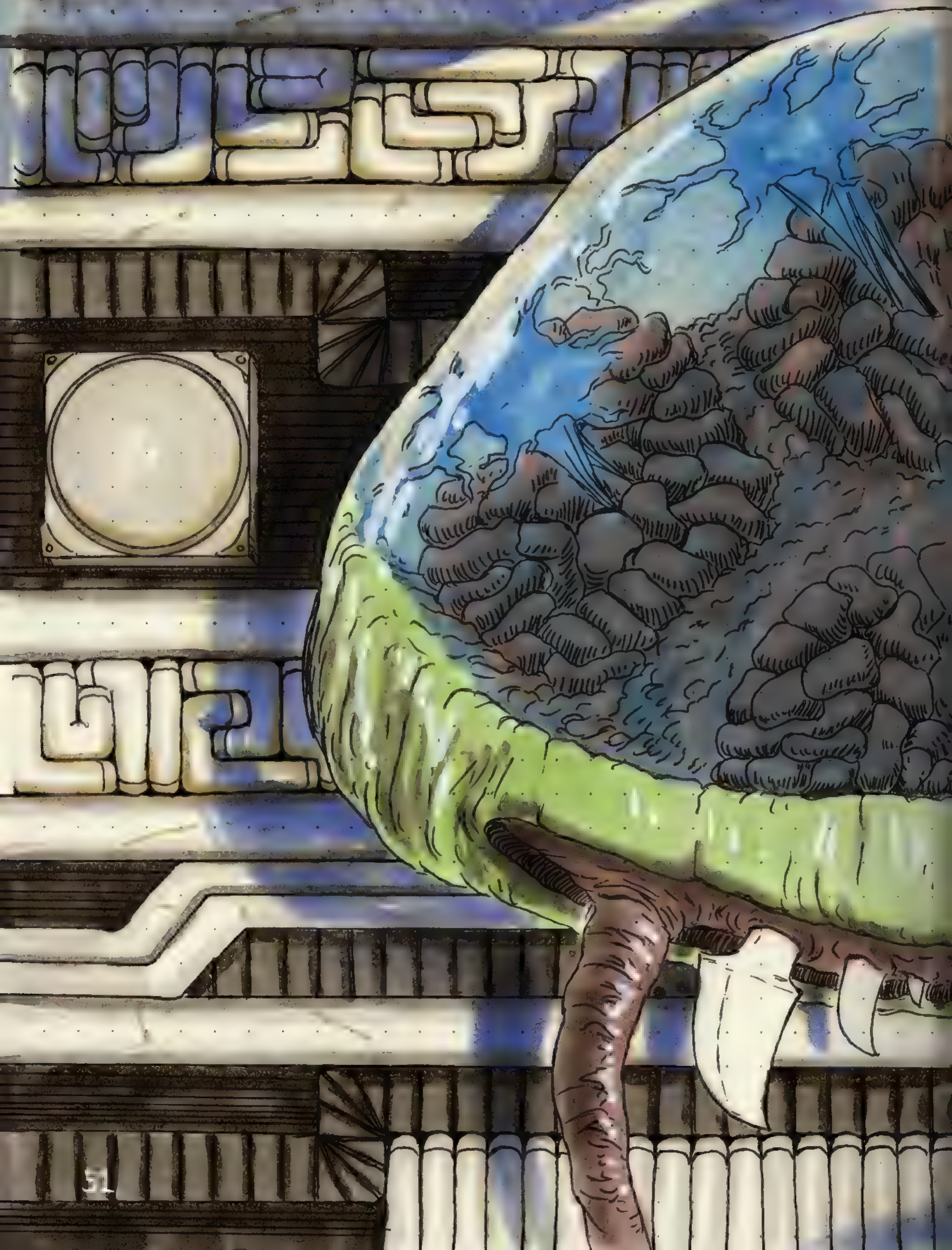
Small creatures that stay together in groups. They will also move between locations and swarm anything they think they can eat.

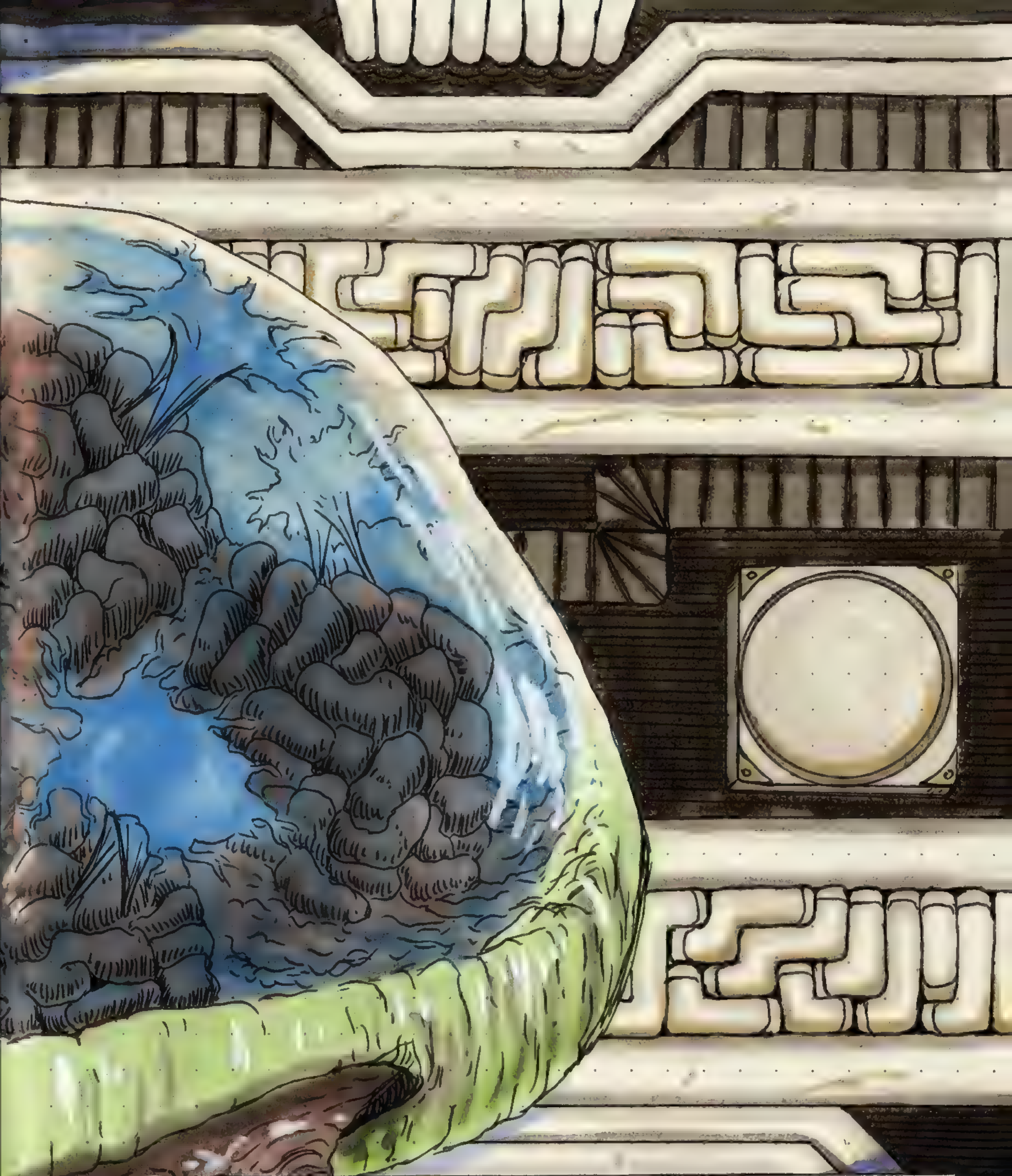


Side Hopper

Perhaps the most deadly natural predator on Zebes. They're much larger than the other creatures found on this planet. Cousin to the Dessgeega species, they use their large legs to pounce onto prey, too.

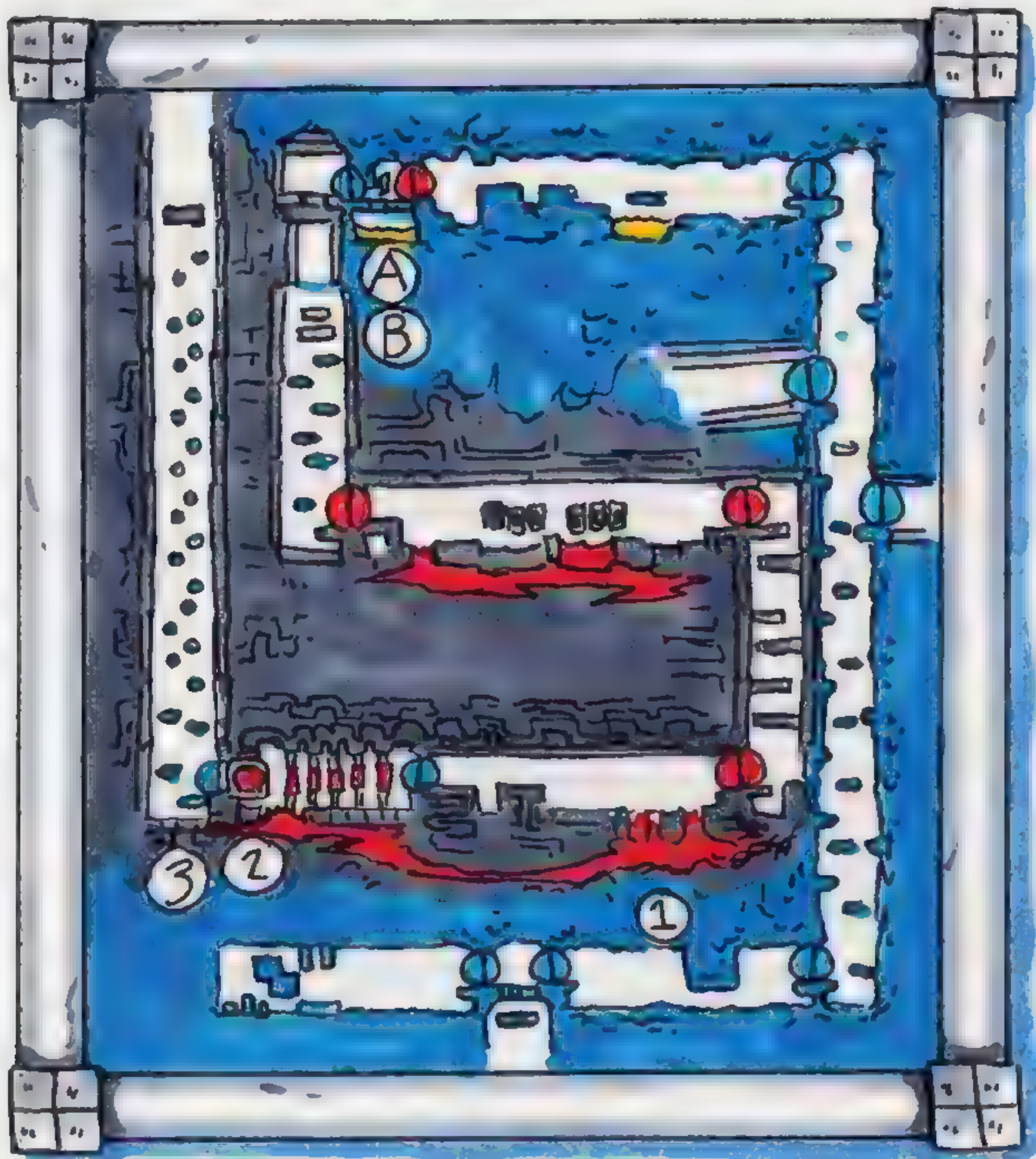
TOURIAN





I've entered the belly of the beast. This is a fully mechanical area, built solely for the purpose of housing Mother Brain, and now the Metroids. Mother Brain's life force can be felt flowing through every inch of this place. Time to shut it down and collect.

TOURIAN



OBJECTIVES

- ① E-Tank
- ② Defeat Mother Brain
- ③ Escape

Before heading to Tourian, I should stock up on health and missiles.



[NO ICE BEAM? GET ONE]

② Metroids

They weren't kidding about these things. Even as larva they're deadly. One latched onto me and I went numb. I was able to escape with a bomb. They need to be frozen and put to rest with a missile.

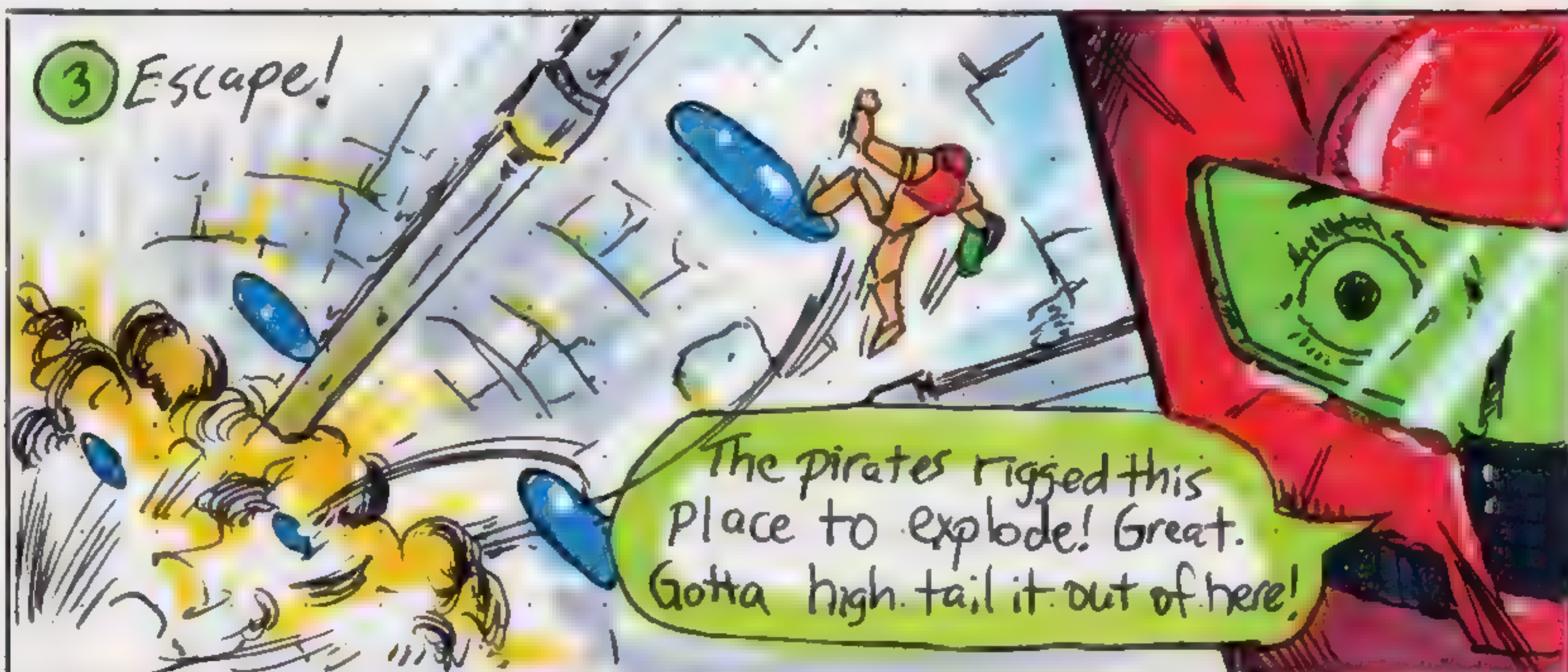


② MOTHER BRAIN!

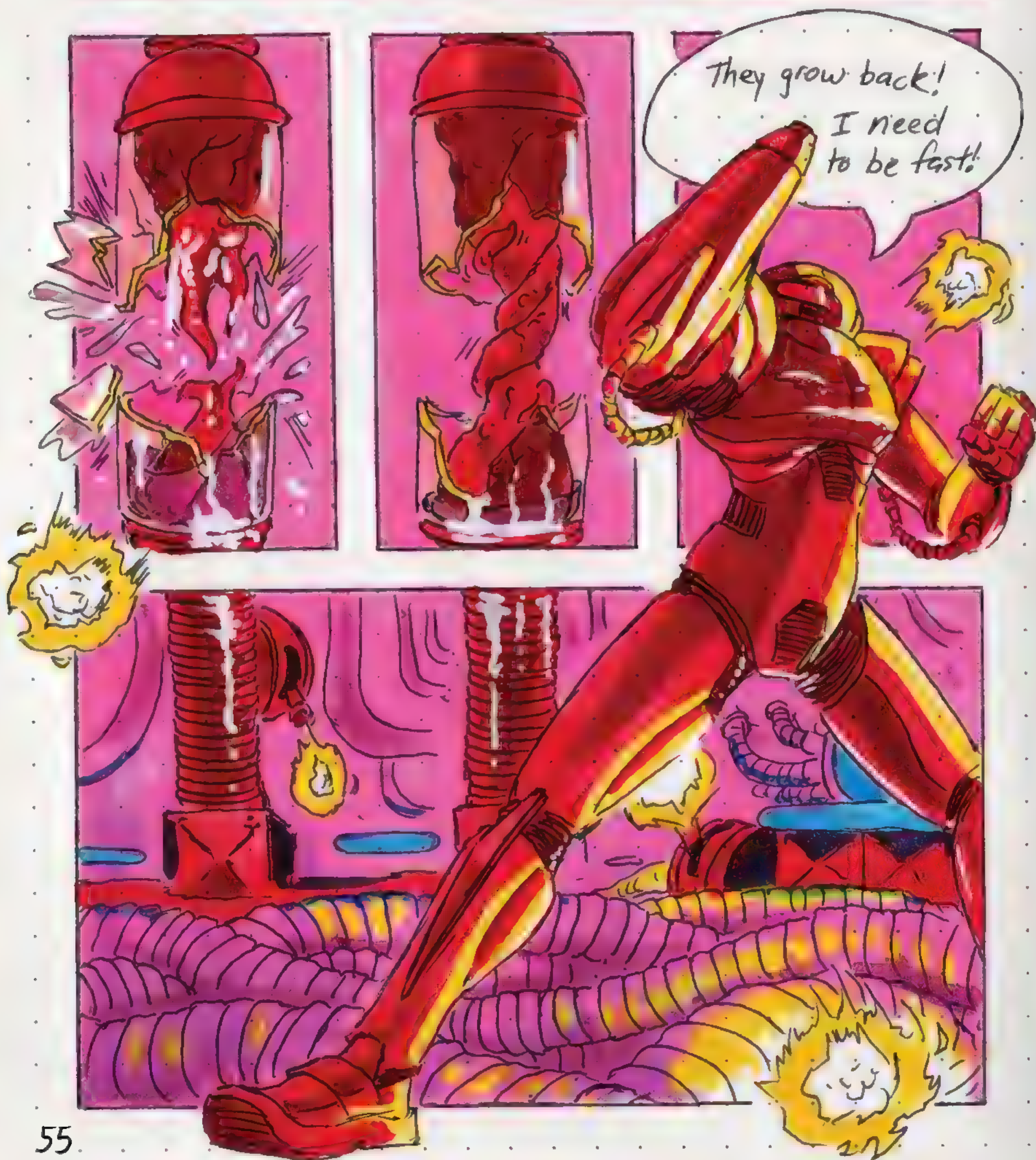
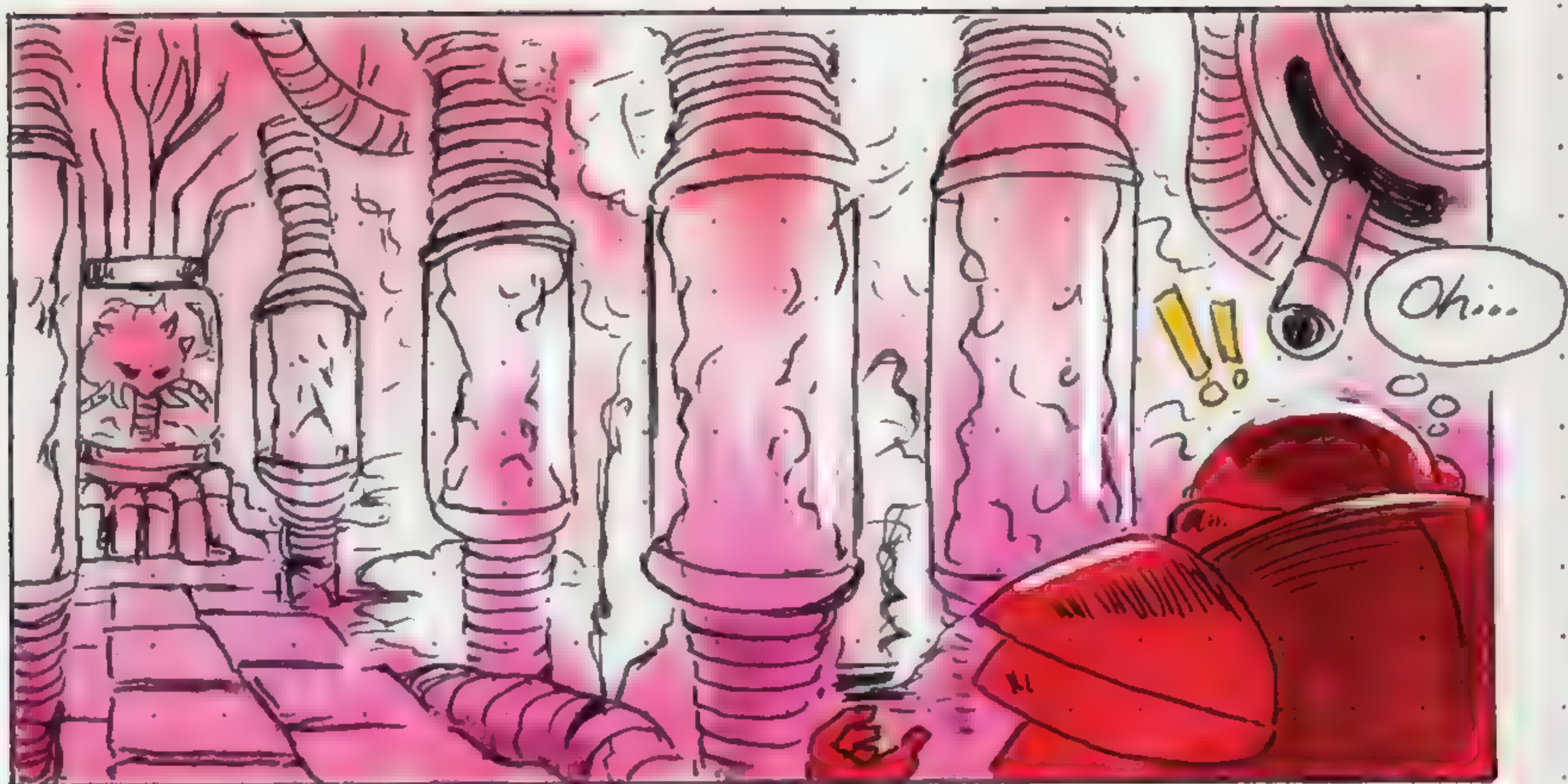


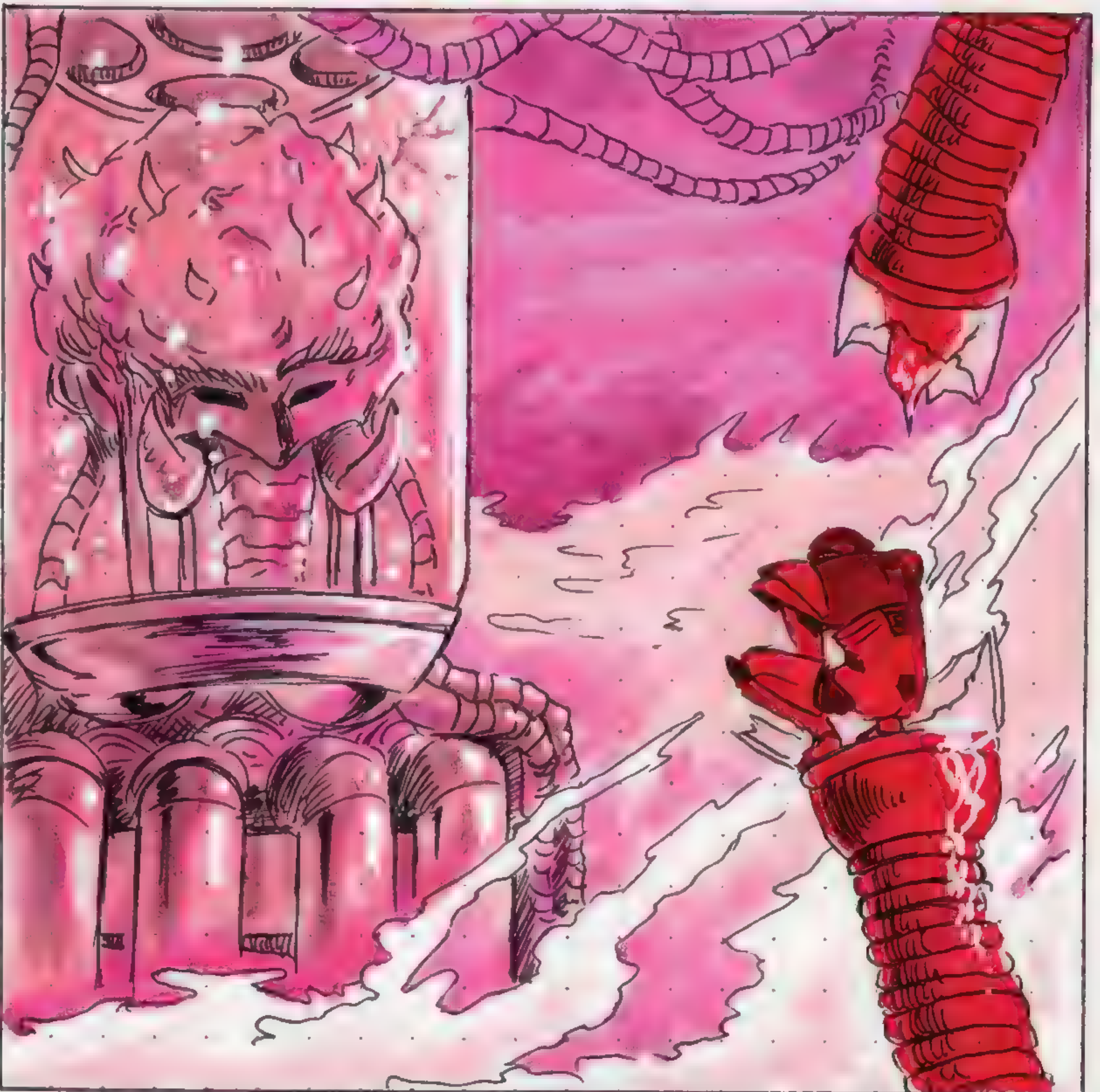
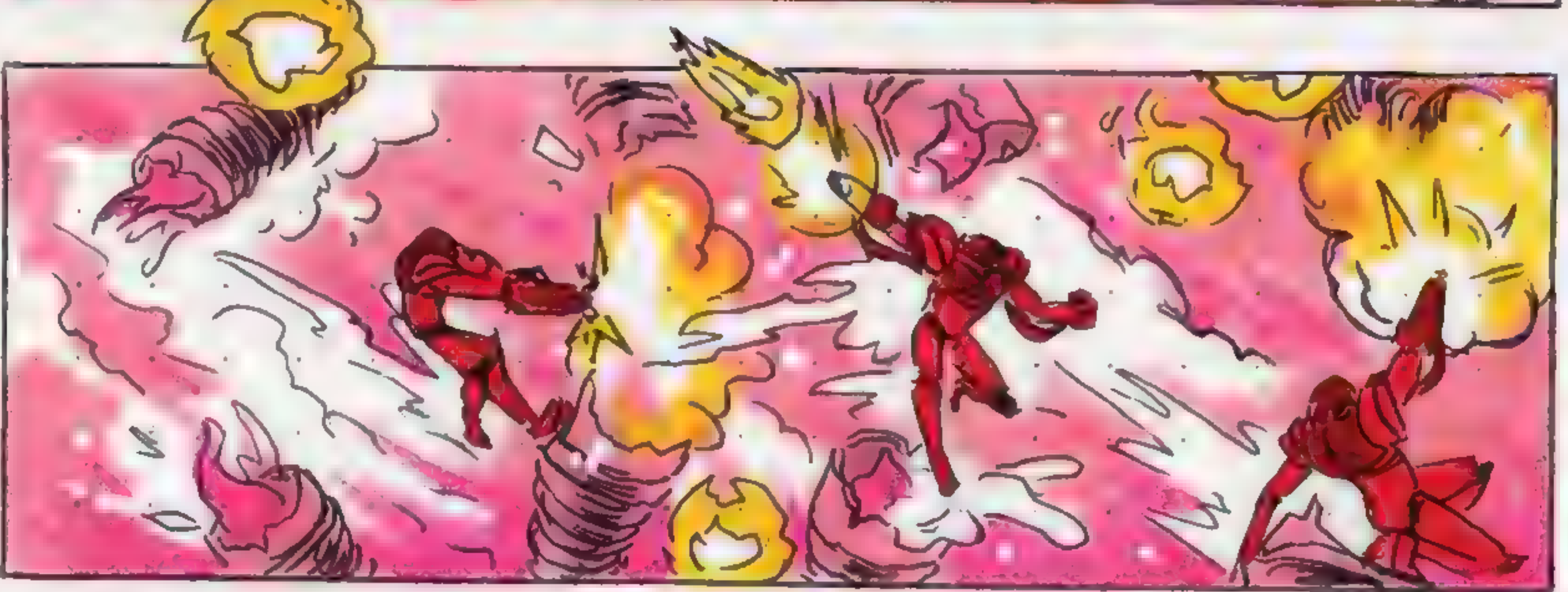
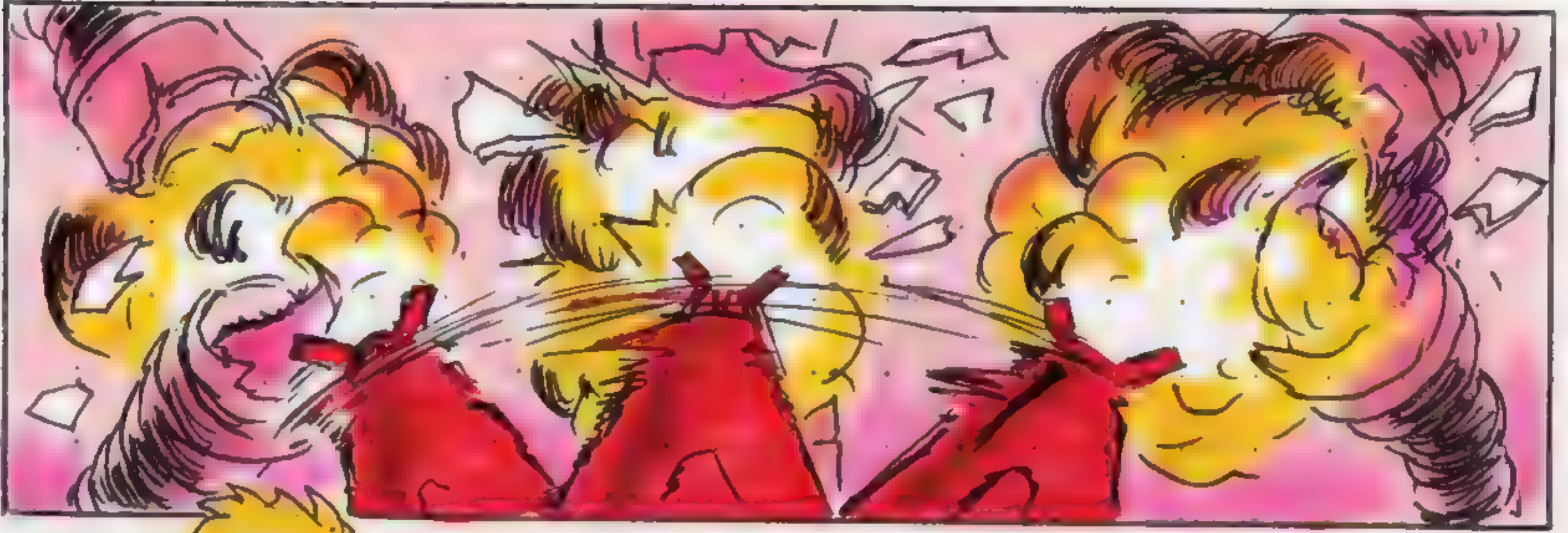
TIPS TO DEFEAT MOTHER BRAIN ON THE NEXT PAGE!

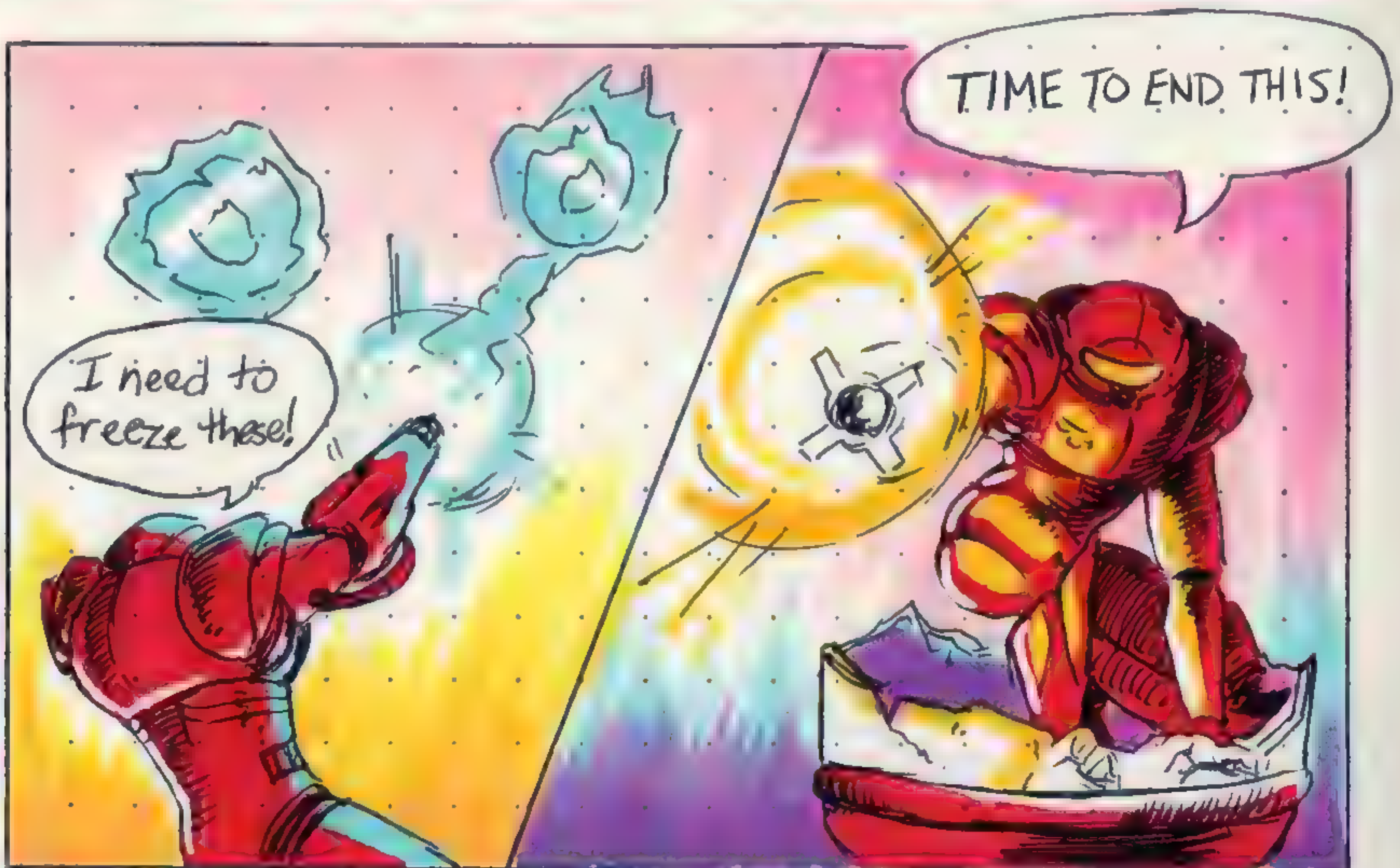
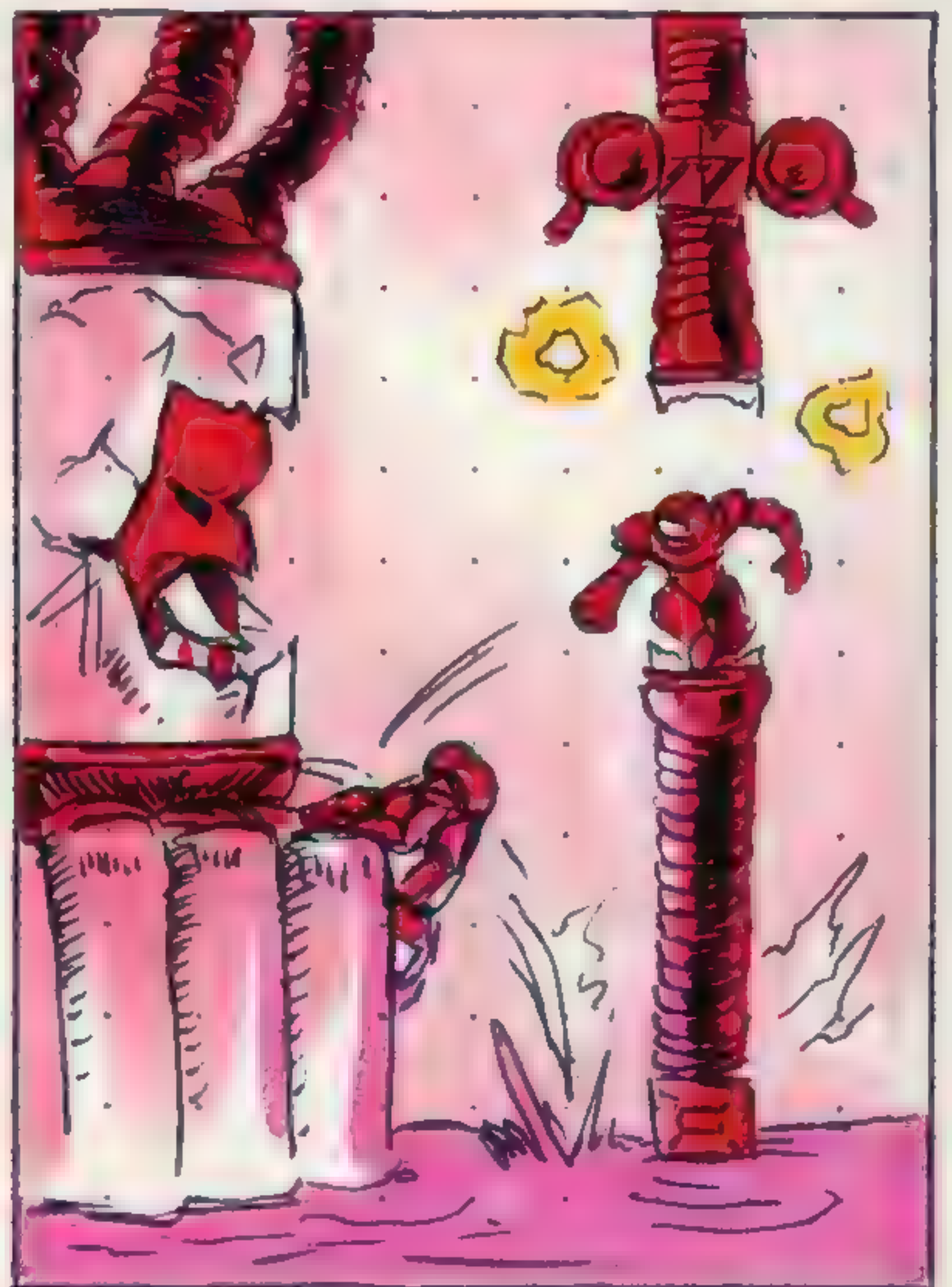
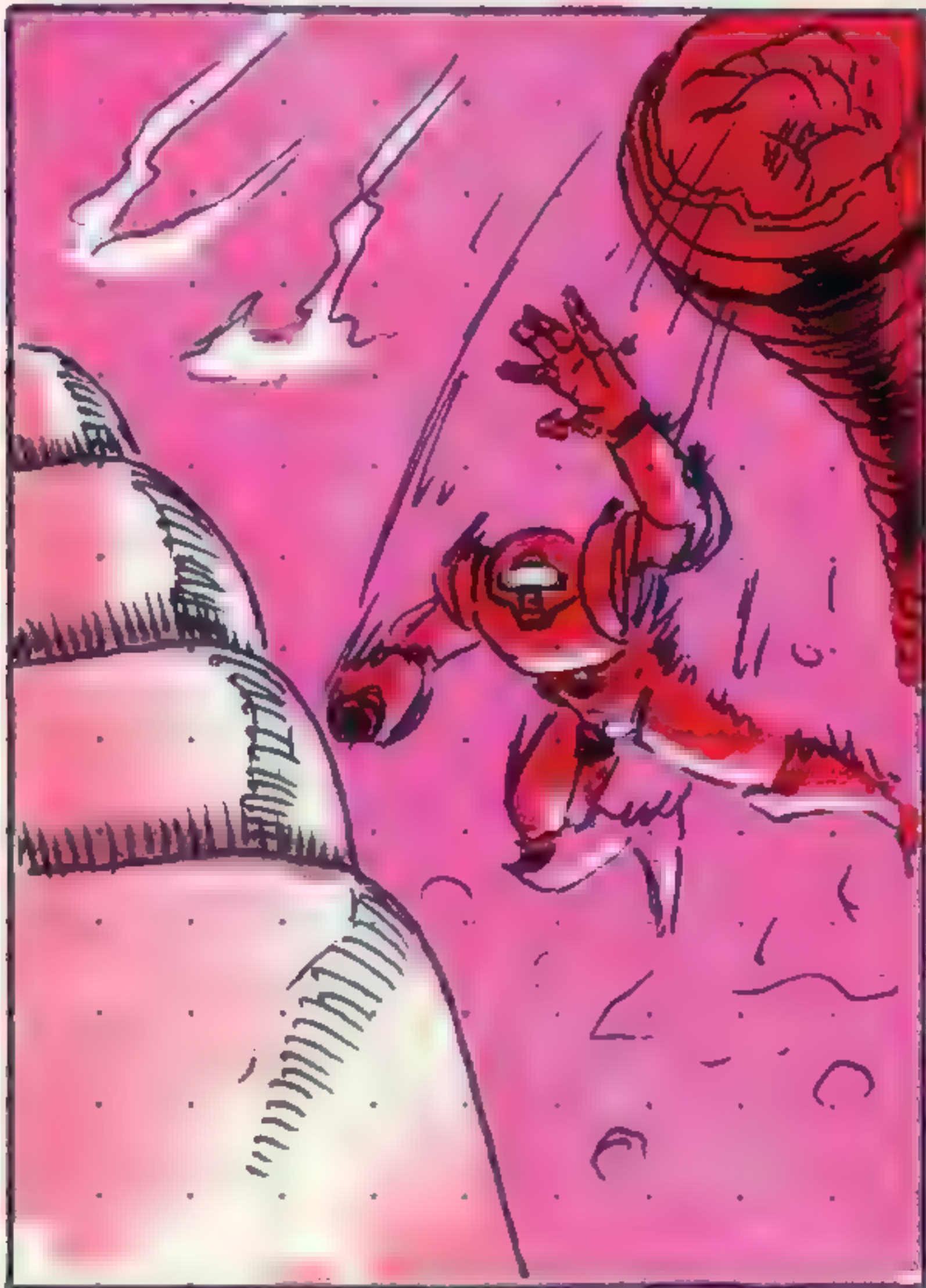
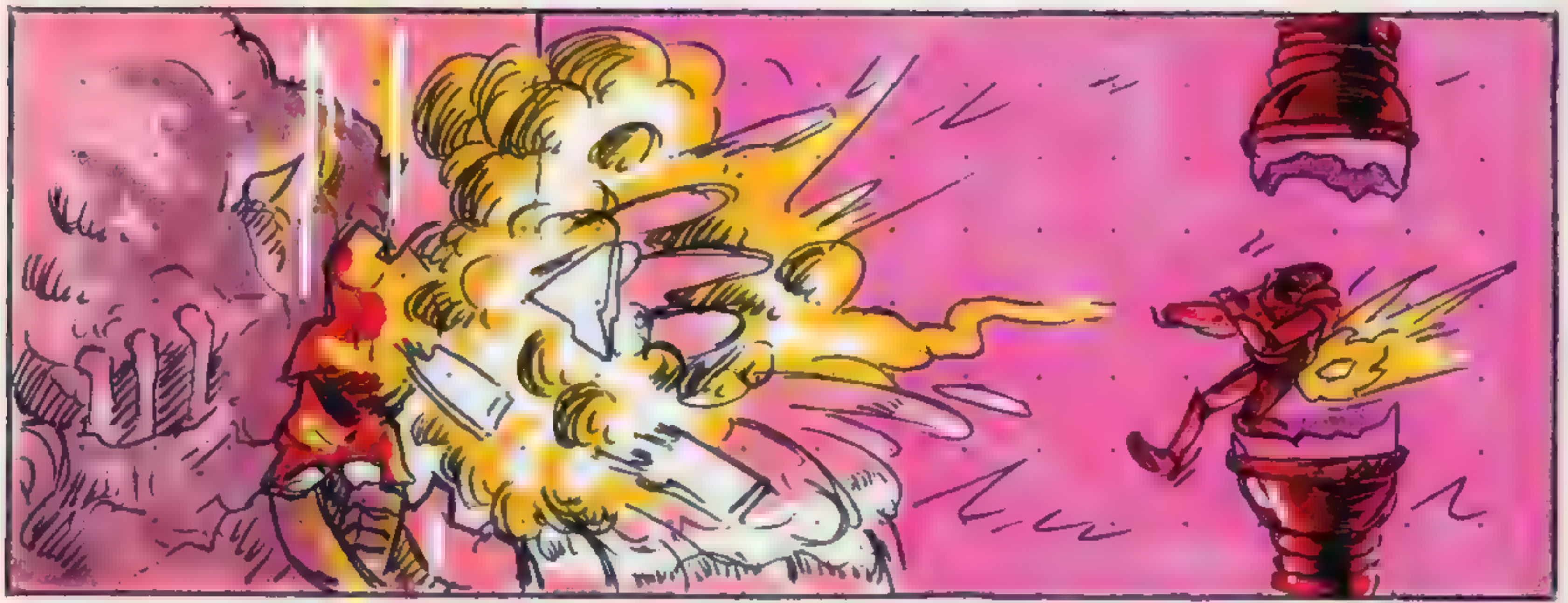
③ Escape!



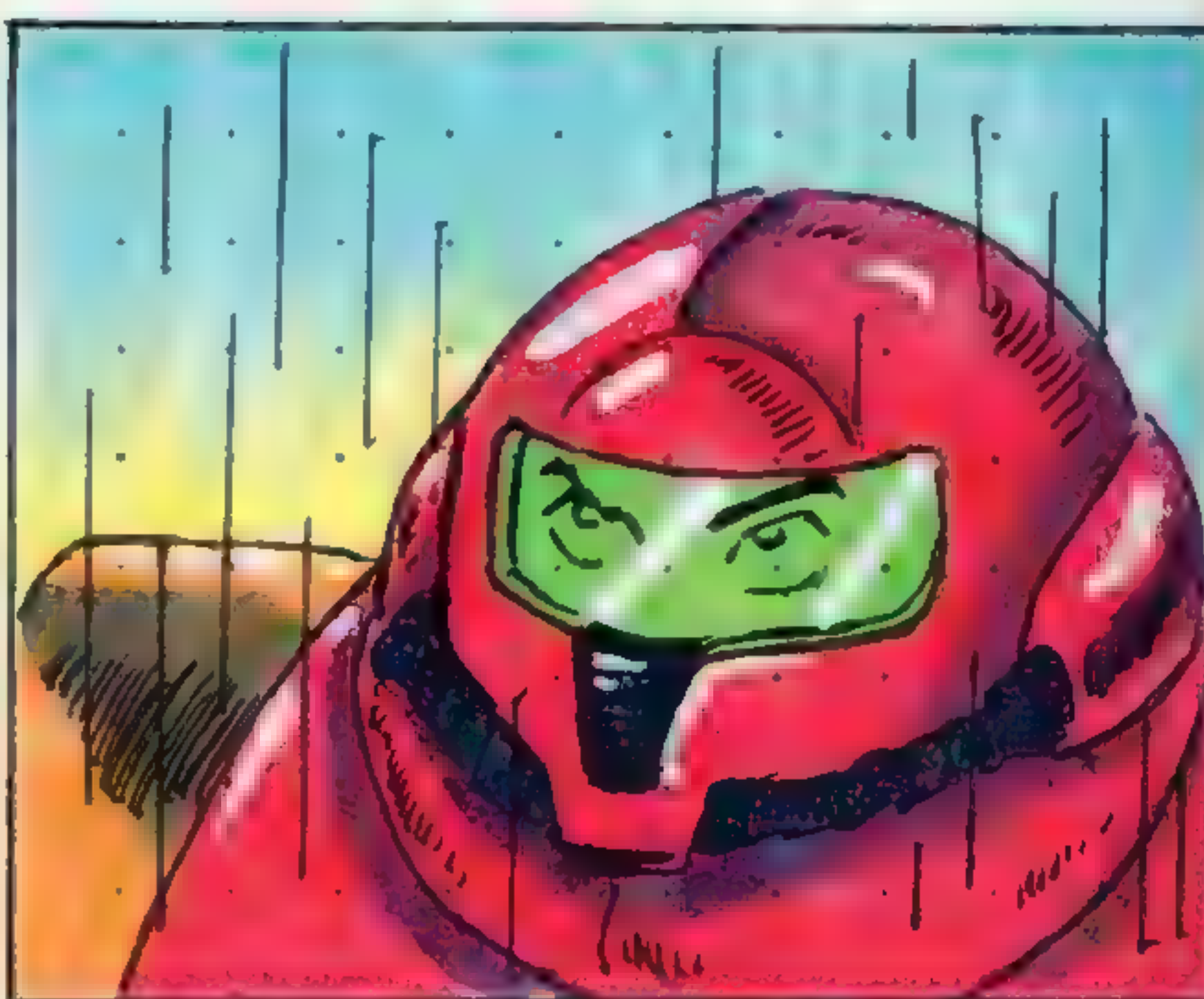
The pirates rigged this place to explode! Great. Gotta high tail it out of here!

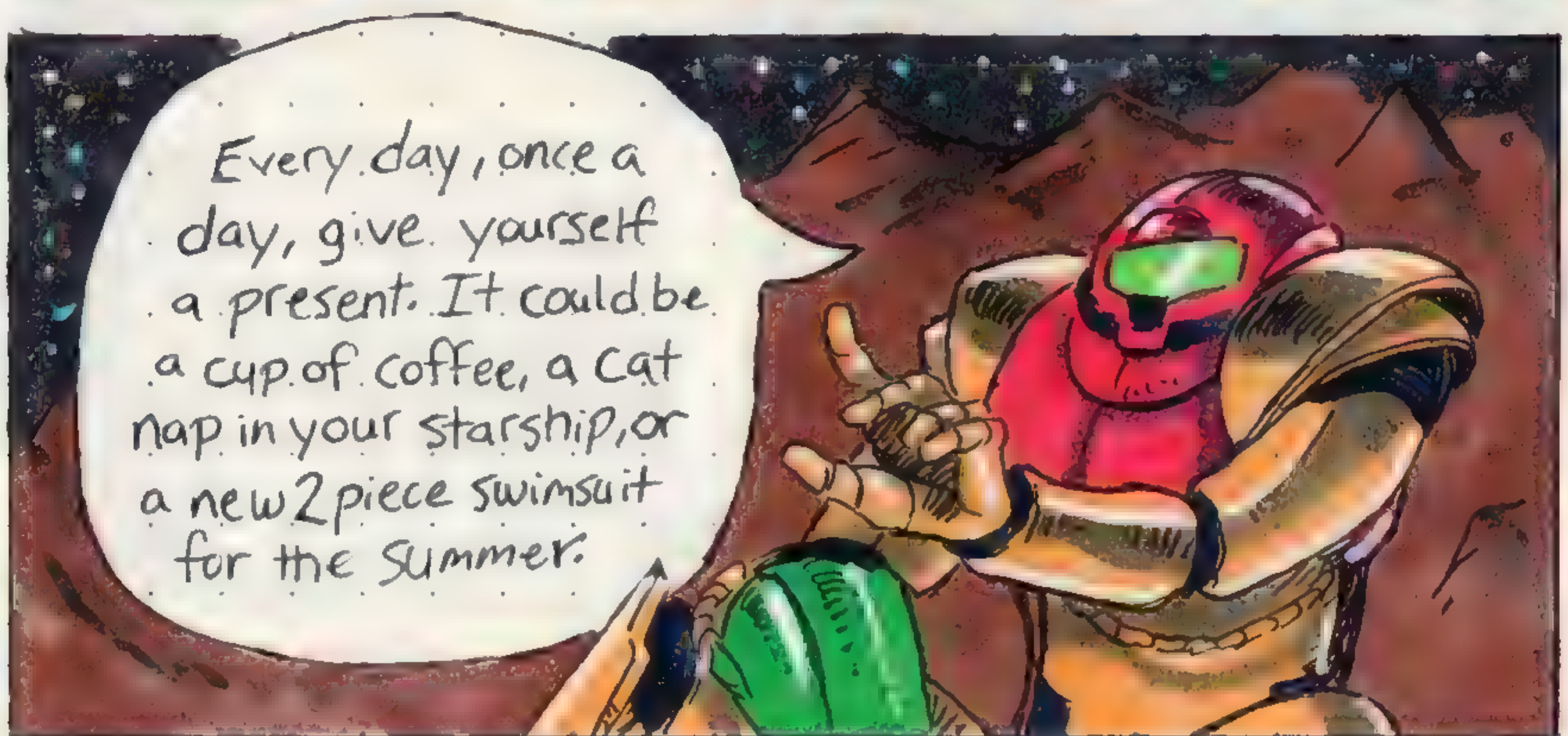










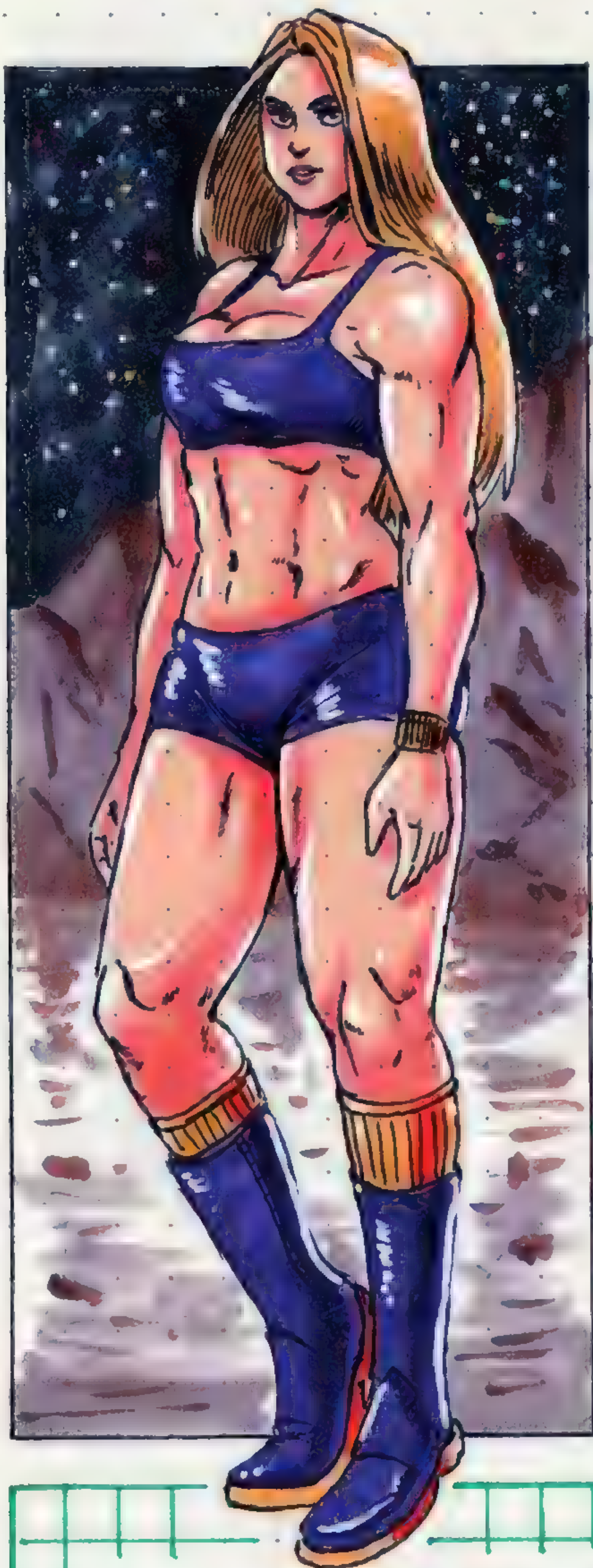


AT THE GALACTIC FEDERATION



MISSION ACCOMPLISHED

✓ Ridley ✓ Kraid ✓ Metroids ✓ Mother Brain



INCOMING —

Samus,

Congratulations on
a job well done.
Payment has been
wired to your
account.

Thank you for your
hard work.

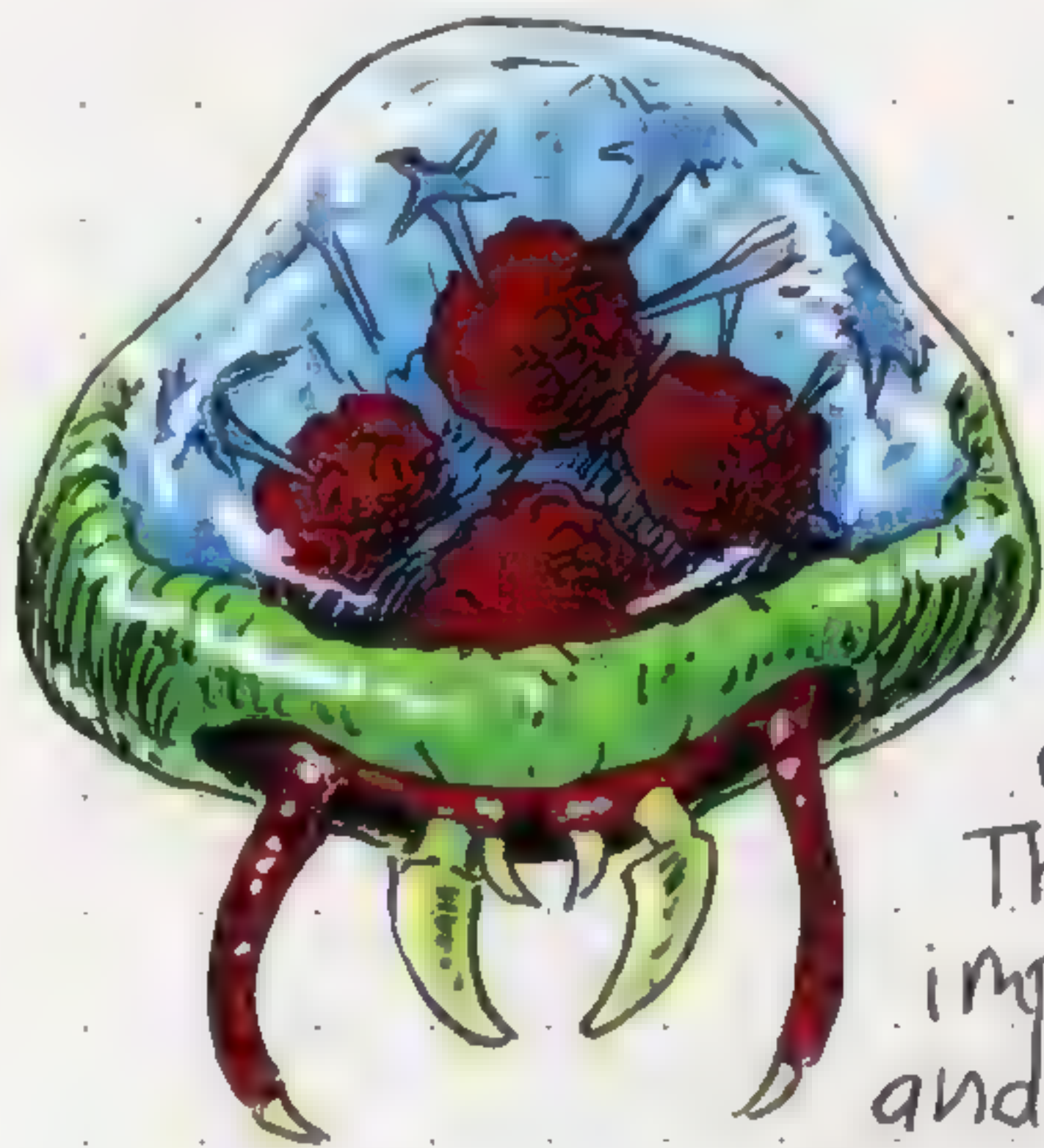
— the Galactic
Federation

I smell so horrible
being in that suit
all day....



You've terminated the Space Pirates, decimated
the Metroids and melted Mother Brain. Now
how quickly can you do it all again?

TOURIAN LIFEFORMS



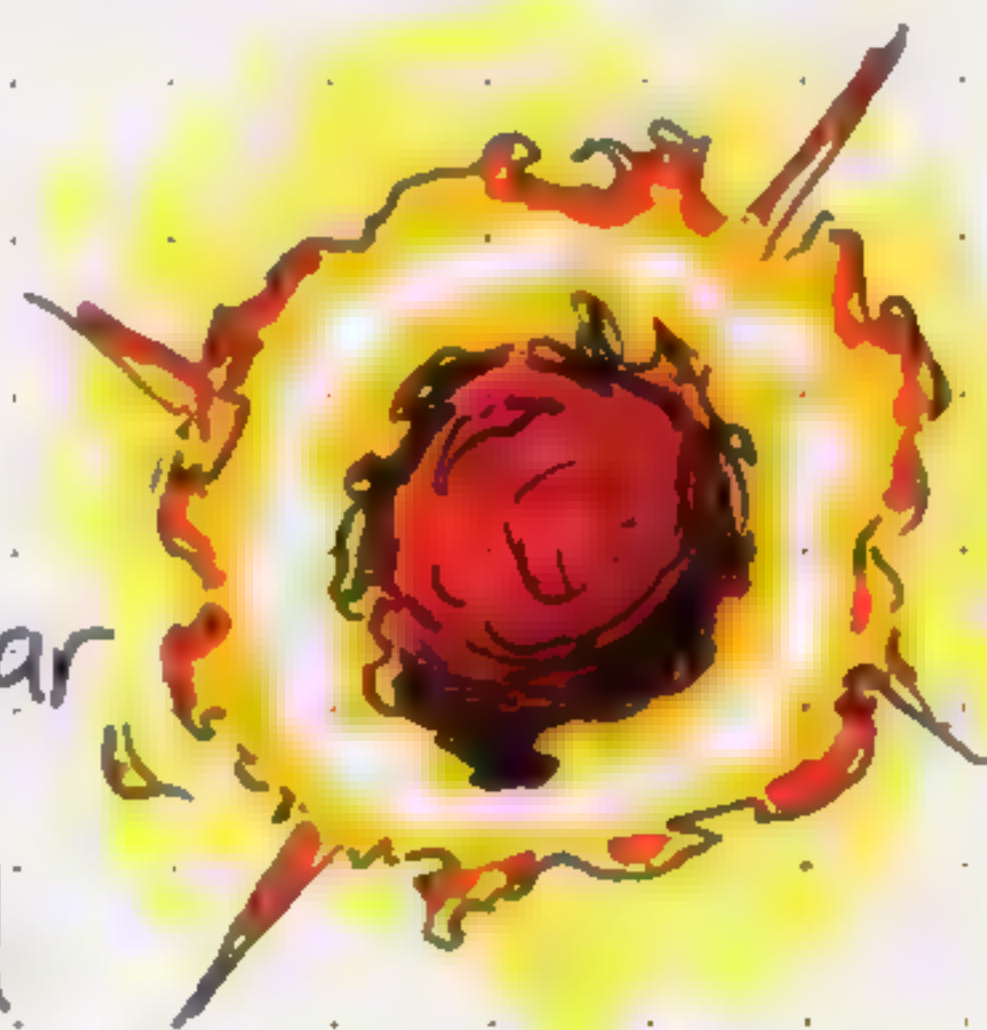
Metroid

A dangerous species
Smuggled from Planet SR-388.
It can drain life force
directly from its prey.
Their outer shell is
impervious to standard fire
and missiles. However, they are
weak to ice.



Rinka

Strange circular
organism that
seems to aid
in protecting both the Metroids
and Mother Brain from intruders.



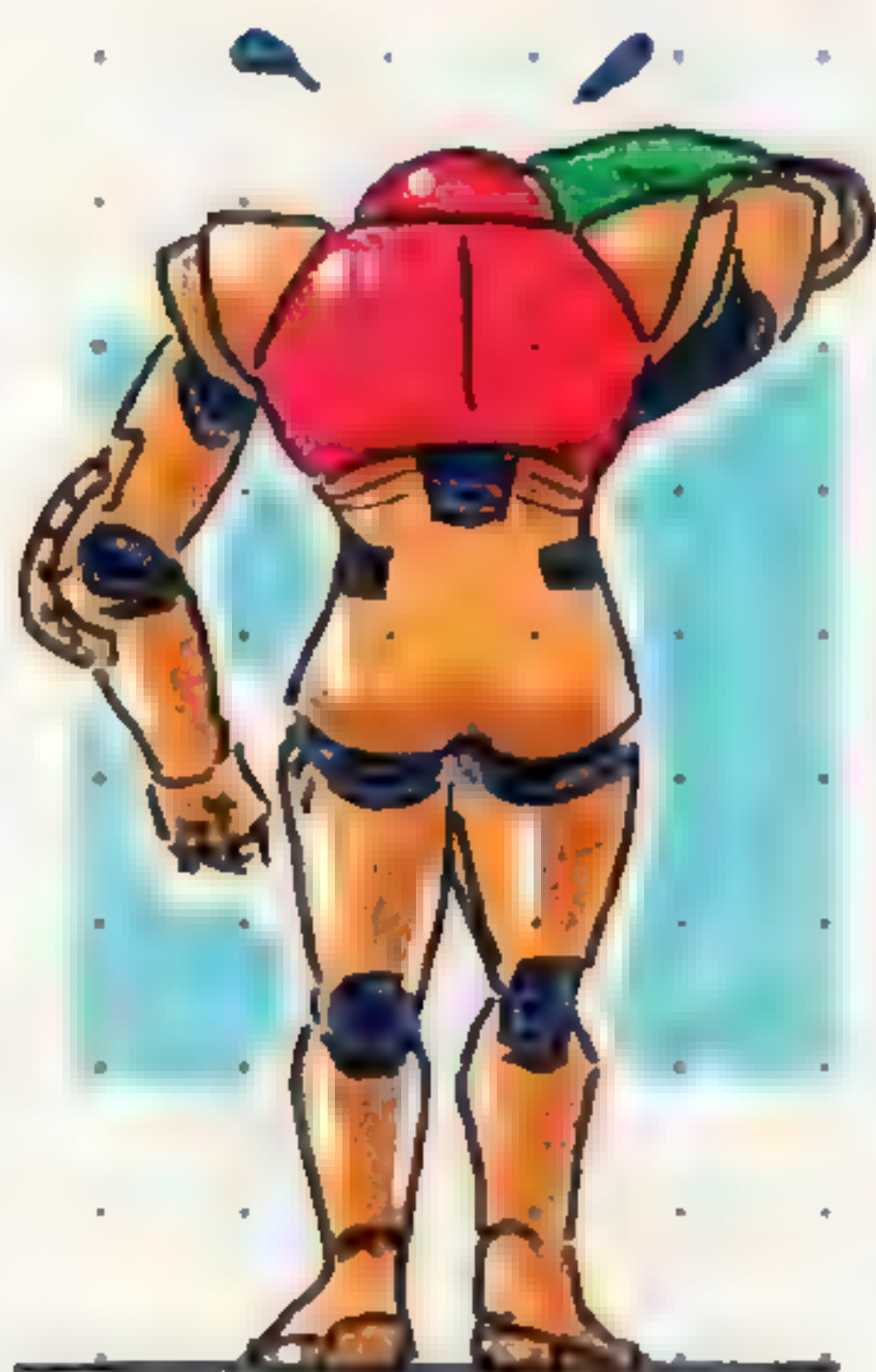
Zeebetite

Mother Brain's life support
system that runs through
Tourian, and is powered by
Zebes' natural resources.
Continuous missile blasts are
the only way to break through
them as they regenerate quickly.

ENDINGS

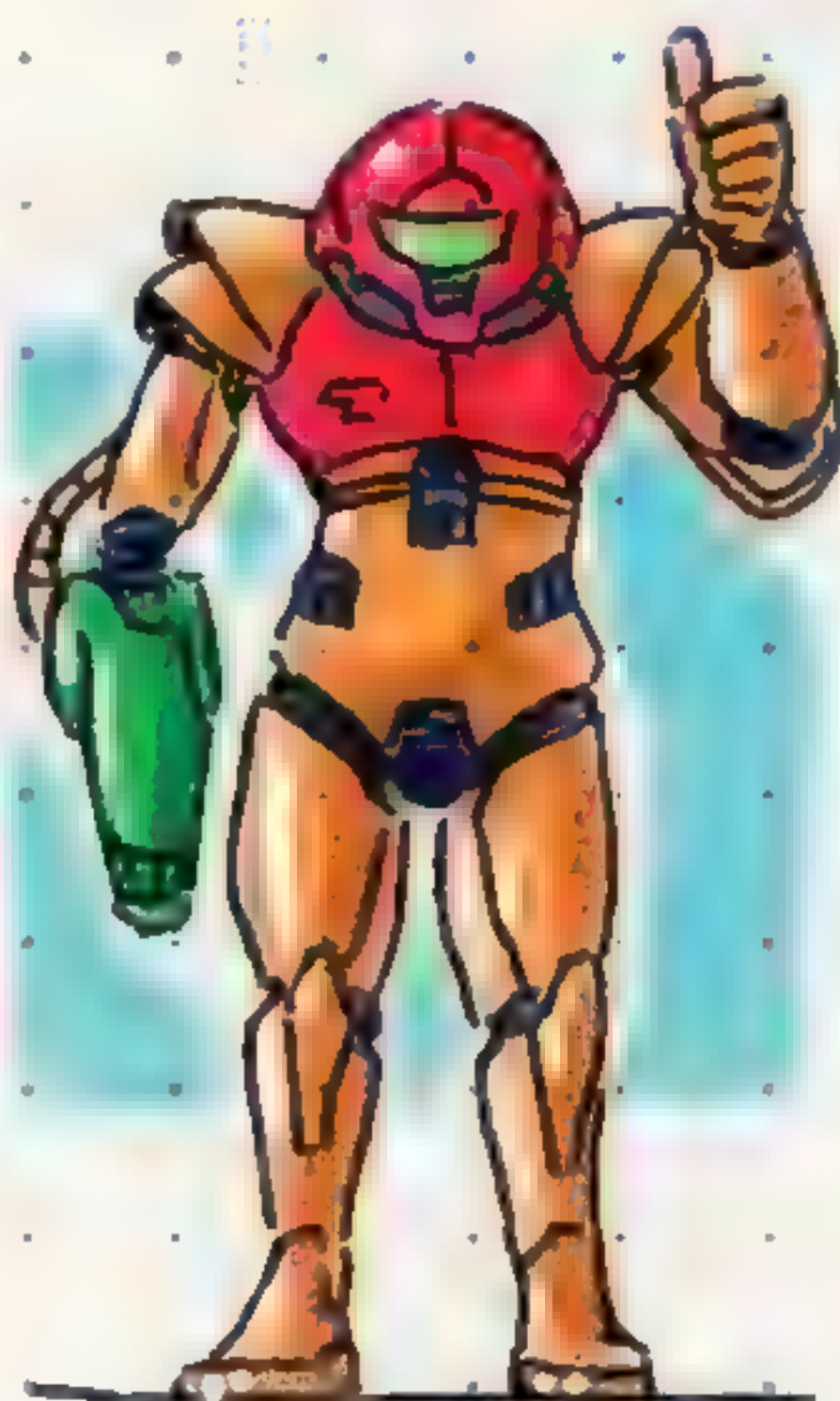
There are 5 different endings in Metroid. The ending you get depends on how long it takes you to play through the game.

Bad Ending



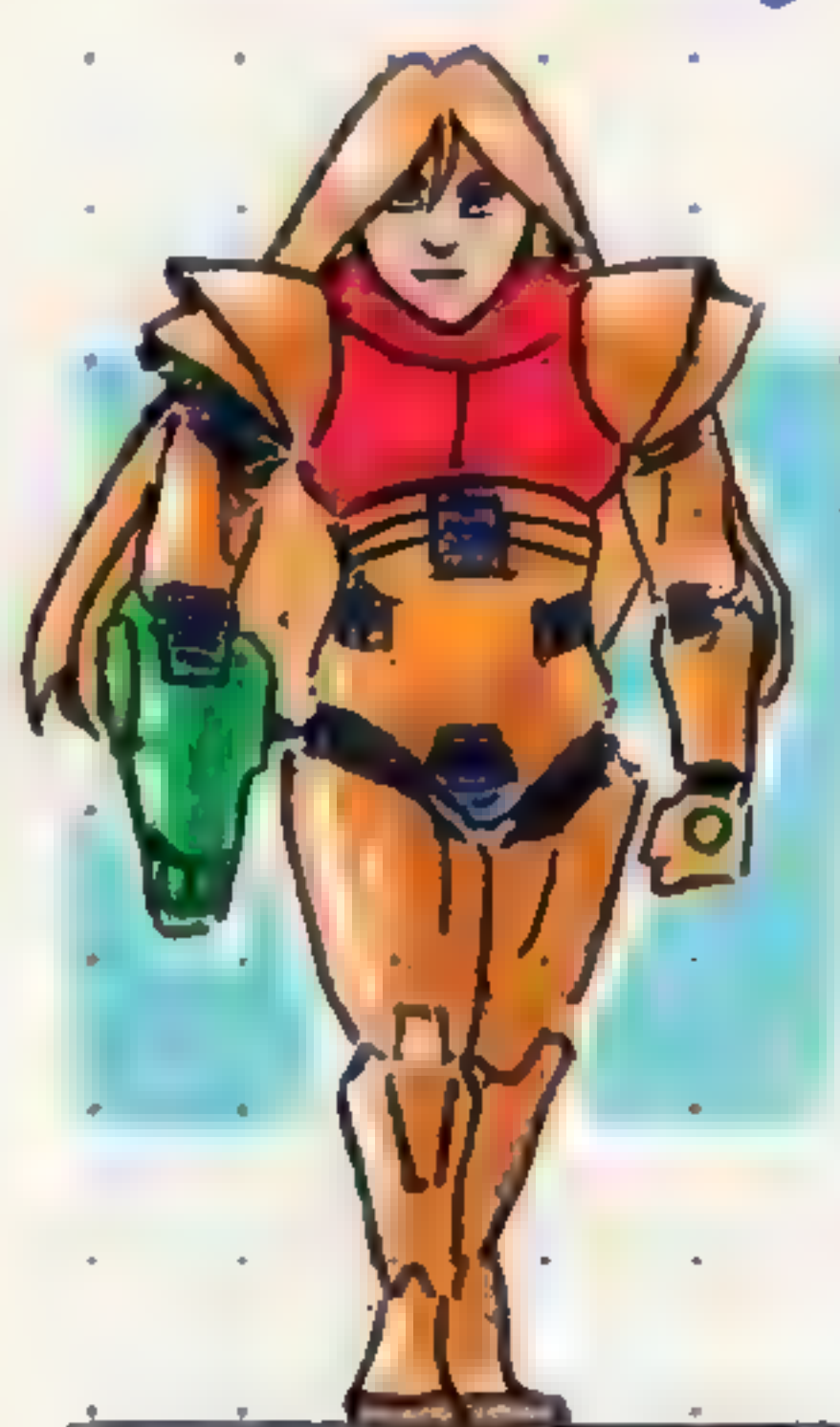
10+ Hours

Standard Ending



5-10 Hours

Good Ending



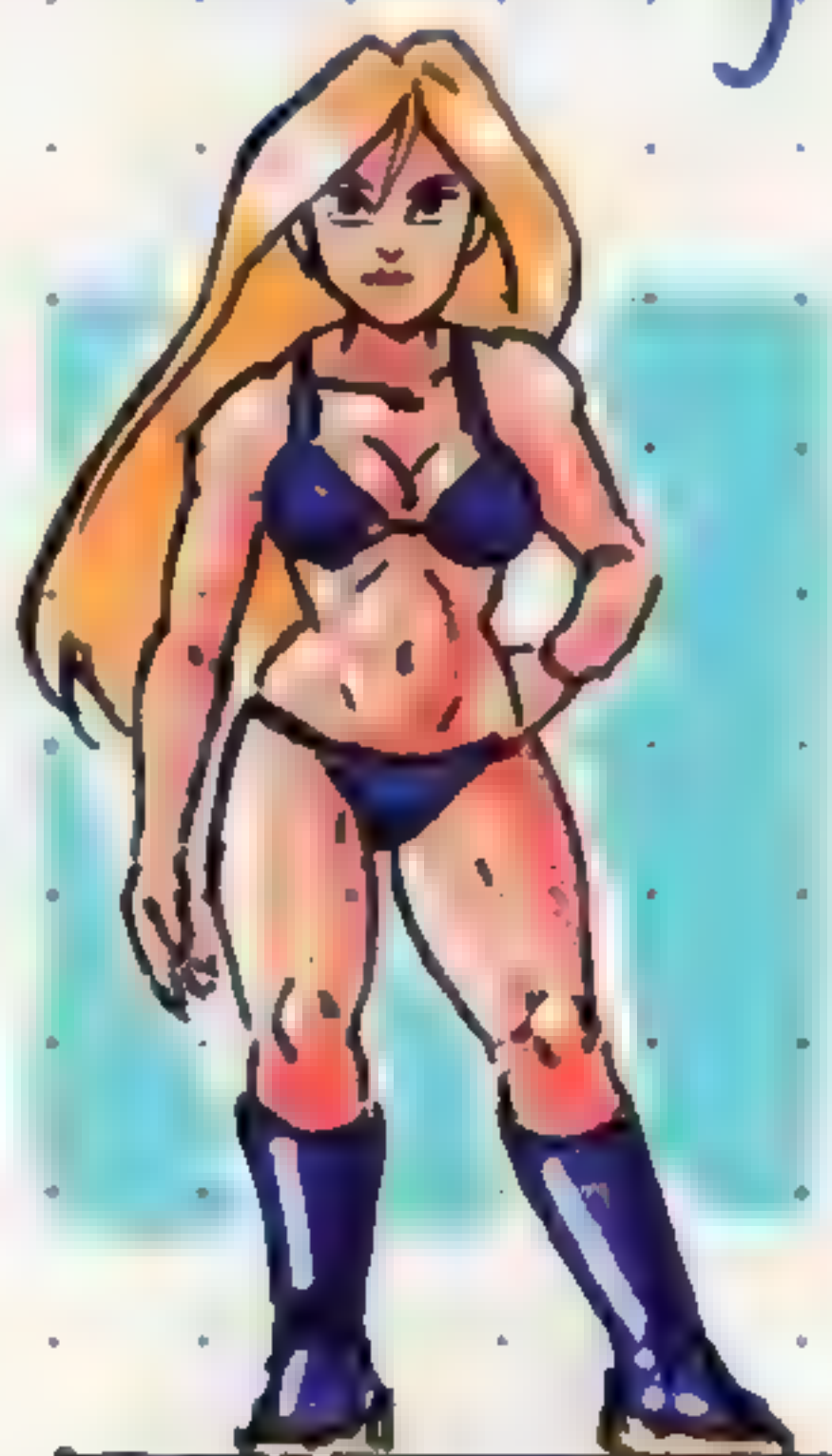
3-5 Hours

Great Ending



Less than 3 Hours

Best Ending



Less than 1 Hour

[Press Start after credits to begin a new game as Suitless Samus]

☐ SUITLESS SAMUS QUEST



If you manage to get the "Great Ending" you can start a new quest from the end of the credits as Suitless Samus. You will begin with all the major power ups sans E-tanks and missiles.

On this quest the focus should be on hunting down Ridley and Kraid as quickly as possible to get the "Best Ending".

☐ PASSWORDS [Enter on the Passwords Screen]

JUSTIN BAILEY

One of the most famous codes of all time! Start inside Norfair almost fully powered up including Ridley and Kraid defeated. Find an Ice Beam & go storm Tourian as Suitless Samus!



NARPAS SWORD0
0000000 0000000

Start the game with all major power ups, infinite missiles, and invincibility. An easy way to learn Metroid.

☐ CREDITS AND THANKS

And with that, the 4th Volume of
REDACTED Comes to
an end. I really hope you enjoyed
this book!

See you next Mission!

REDACTED

CREATED BY

REDACTED

EDITED BY -

REDACTED

PLAY TESTED BY -

REDACTED

SPECIAL THANKS -

REDACTED

and every single
person that has
supported this
project!

